



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

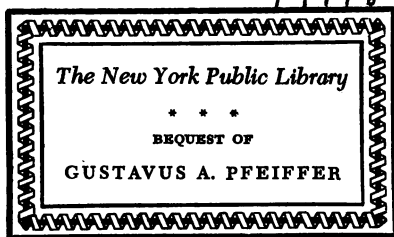
Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

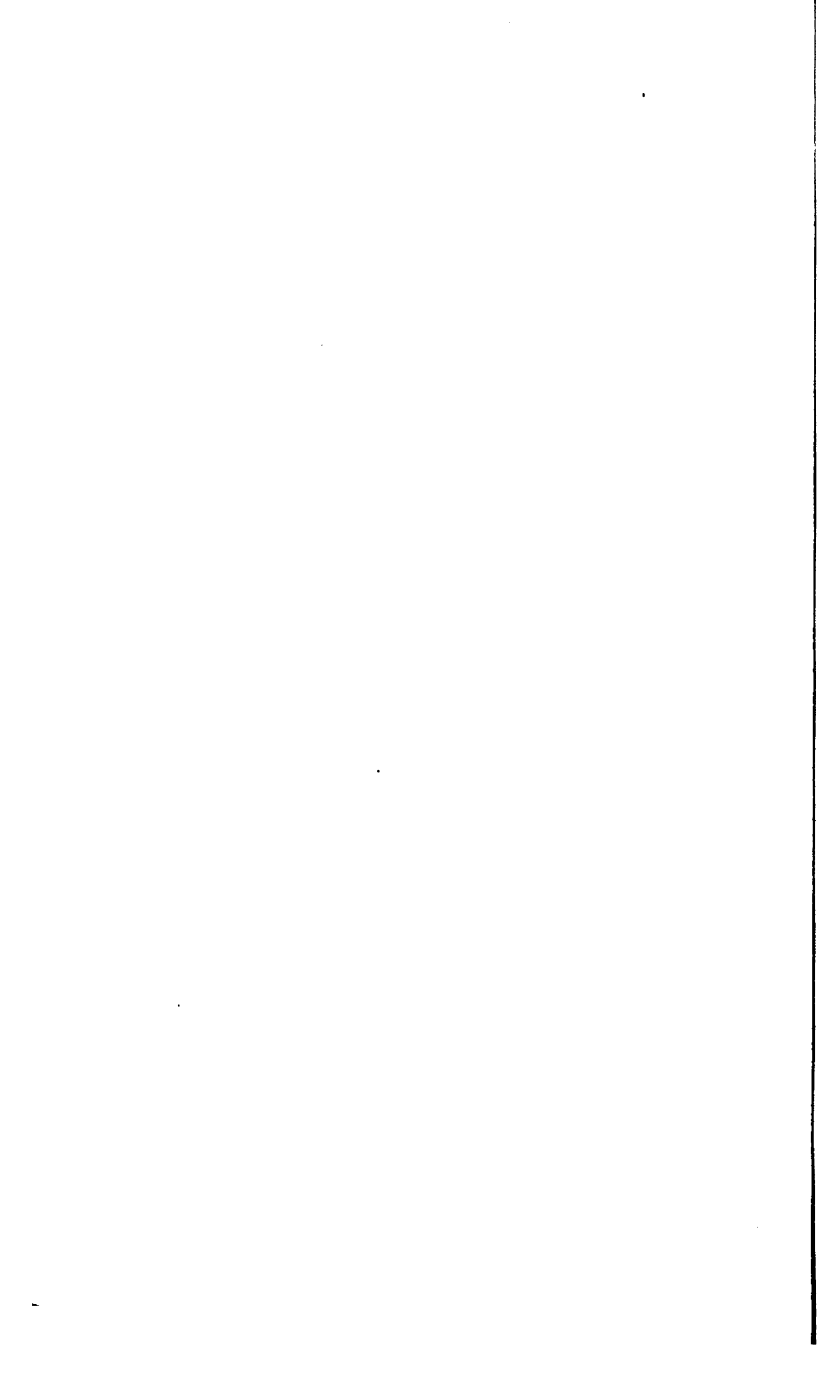
We also ask that you:

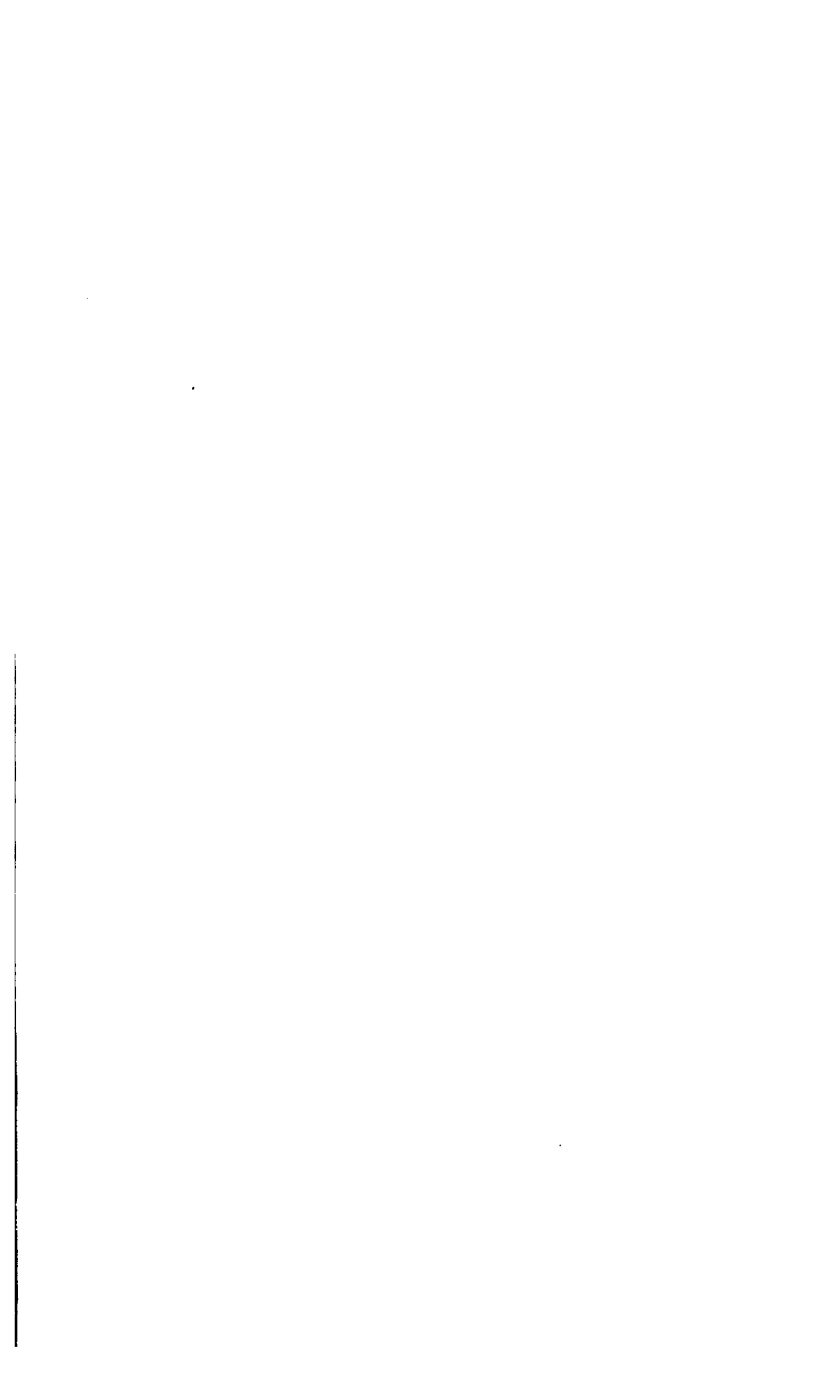
- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

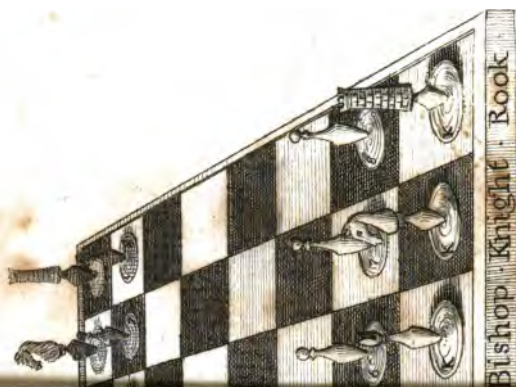






Sept. 11/21

Mr James H. [unclear]
State of [unclear] [unclear]
Chas. [unclear] [unclear]



Bishop · Knight · Rook

J. Barnard Coffin's 1814

THE

ELEMENTS OF CHESS;

17118

A TREATISE

COMBINING THEORY WITH PRACTICE,

AND COMPRISING THE WHOLE OF

PHILIDOR'S GAMES,

AND EXPLANATORY NOTES,

NEW MODELLED;

AND ARRANGED UPON AN ORIGINAL PLAN.

BOSTON:

PRINTED FOR W. PELHAM, NO. 59 CORNHILL.

1805.

Sept. 1814
Mr. J. B. Coffin
17118

79401

EE 26

cop. 2

DISTRICT OF MASSACHUSETTS, to wit :

L.S. **BE IT REMEMBERED**, that on the twenty-fifth day of September, in the thirtieth year of the Independence of the United States of America, **WILLIAM PELHAM** of the said District hath deposited in this Office the title of a book, the right whereof he claims as Proprietor, in the words following, to wit :—"The Elements of Chess ; a treatise combining theory with practice, and comprising the whole of Philidor's Games, and explanatory notes, new modelled and arranged upon an original plan." In conformity to the act of the Congress of the United States, intituled, "An Act for the encouragement of learning, by securing the copies of maps, charts and books, to the authors and proprietors of such copies, during the times therein mentioned ;" and also to an act intituled "An Act supplementary to an act, intituled, An Act for the encouragement of learning, by securing the copies of maps, charts, and books, to the authors and proprietors of such copies during the times therein mentioned ; and extending the benefits thereof to the arts of designing, engraving and etching historical and other prints."

N. GOODALE, Clerk of the District of Massachusetts.

A true copy of record.

Attest, N. GOODALE, Clerk.

THE NEW YORK
PUBLIC LIBRARY

ASTOR, LENOX AND
TILDEN FOUNDATIONS

R

L

PRINTED BY MUNROE & FRANCIS, COURT-STREET, BOSTON.

ADVERTISEMENT.

ALTHOUGH various treatises have at different times been published to assist those who wished to acquire a knowledge of chess, none can be found that fully answer the purpose. This arises partly from the obscurity in which they are written ; partly from the intricacy of the subject ; but principally from the confusion occasioned by using the names of the pieces, to designate the squares on the chess board. These difficulties combined, form such an obstacle in the way of the learner that few persons have been able to avail themselves of any written treatise, as an elementary chess book. The most ready and effectual way of teaching any art or science, being by means of practical lessons, those who have undertaken to give instructions for chess, have generally detailed a series of games, with illustrations and explanatory notes. Among the works of this description, the games published under the name of PHILIDOR, are unquestionably the best, and have accordingly obtained a distinguished reputation. But even in these, the learner is frequently perplexed, not only by the difficulties above mentioned, but also by the peculiar phraseology of the author, and soon becomes involved in a labyrinth of confusion. Disgusted

and discouraged, he throws aside the book, and endeavours among his friends and acquaintance to obtain the instruction he has vainly sought in print. Viewing the printed chess-books in this light, the compiler of the following pages was led to consider, whether these obstacles might not be removed, and the path of the learner rendered more clear, easy and pleasant.

A careful examination of the subject suggested the idea of numbering the squares on the board, and marking such of the pieces as are liable to be mistaken. He accordingly made the experiment by playing over one of Philidor's games on a board, and with pieces, distinctly marked, carefully noting the numbers of the squares to correspond with Philidor's directions. The result encouraged him to proceed, and new model the whole of the games upon this plan, with such alterations in the style of the notes as appeared to him necessary for general use. The work thus prepared, is now presented to the public, under a strong impression that the method proposed, though extremely simple, and easily put in practice, will be found to answer the wishes and expectations of those who are desirous of learning the principles and practice of this ingenious and interesting game. It remains for him only to point out the mode of preparing the board and pieces. This is done with a common black lead pencil, by marking on the foot of each of the following pieces of *both colours*, one letter, as directed below.

On the King's Bishop...K
 King's Knight...K
 King's Rook.....K

On the Queen's Bishop...Q
 Queen's Knight...Q
 Queen's Rook.....Q

The pawns of both colours are then to be numbered.

Queen's Rook's Pawn, <i>both black and white</i> ,	No. 1
Queen's Knight's Pawn	do. 2
Queen's Bishop's Pawn	do. 3
Queen's Pawn	do. 4
King's Pawn	do. 5
King's Bishop's Pawn	do. 6
King's Knight's Pawn	do. 7
King's Rook's Pawn	do. 8

Having thus prepared the pieces, the next thing to be done is to number the squares on the board, and for this purpose, a lead pencil is likewise sufficient. The board being placed before the player, with a white square in the corner at his right hand, he commences with No. 1, at the black square in the corner at his left hand, proceeding upwards to the next square (No. 2) and so on straight forwards along the file to the opposite white square at the top of the board, which of course will be No. 8, then commencing again with No. 9 at his Knight's square, and ascending along the file to the opposite Knight's square No. 16, then commencing again with No. 17, at his Bishop's square, and ascending to that of the opposite Bishop, No. 24 ; continuing thus, till the squares are all marked to No. 64. It may here be noted that making the figures very small in one of the right hand corners of *each* square is better than marking them on the middle of the square.

The pieces are now to be placed on the board in the following order.

WHITE.

Q. Rook on square	No. 1
Q. Knight	9
Q. Bishop	17
Queen	25
King	33
K. Bishop	41
K. Knight	49
K. Rook	57
Pawn No. 1	2
Pawn No. 2	10
Pawn No. 3	18
Pawn No. 4	26
Pawn No. 5	34
Pawn No. 6	42
Pawn No. 7	50
Pawn No. 8	58

BLACK.

Q. Rook on square	No. 8
Q. Knight	16
Q. Bishop	24
Queen	32
King	40
K. Bishop	48
K. Knight	56
K. Rook	64
Pawn No. 1	7
Pawn No. 2	15
Pawn No. 3	23
Pawn No. 4	31
Pawn No. 5	39
Pawn No. 6	47
Pawn No. 7	55
Pawn No. 8	63

To illustrate the foregoing directions, and prevent any mistake in placing the pieces, the engraved frontispiece contains two views of a chess-board ; one shewing the course of the numbers ; the other shewing the position of the pieces on the board.

FOR THE INFORMATION OF THOSE WHO ARE TOTALLY UN-
ACQUAINTED WITH THE GAME OF CHESS IT MAY BE
NECESSARY TO DESCRIBE THE WHOLE APPARATUS. WE
THEREFORE COMMENCE WITH

THE BOARD. The chess-board, (like that used for playing at *Draughts* or *Checquers*) is a square, divided into 64 smaller squares, and checquered black and white. At chess, these squares have the technical name of houses, and are all of them played upon. In placing the board, care should be taken to have one of the white corner squares at the right hand of each player. When the board is in this position, the several ranges of squares running from left to right are called *ranks*; those perpendicular to them, running from one player to the other have the name of *files*; and the two ranges sloping from one corner of the board to the opposite (one of which consists of white, and the other of black squares, touching one another at the corners,) are *diagonals*, a name that comprehends also all the shorter ranges running in the same direction.

THE PIECES allotted to each player are sixteen; viz. a king, a queen, two bishops, two knights, two rooks, and eight pawns. Of these, the first eight are considered as officers, or principal pieces. To distinguish those belonging to each player, they are coloured differently, one set is commonly white; the other red, or black. Their disposition on the board has been already pointed out; for which see the frontispiece.

In detailing the powers of the different pieces, their comparative worth or value will also appear by the order in which they occur.

... **THE KING.** Though this is the most important piece on the board, his step is limited to one square only, except when he avails himself of the privilege of *castling*. The king can however, both move and take in all directions, either forwards, backwards, sideways, or obliquely. This is the only piece on the board not liable to capture. When the situation of the game renders it expedient to **CASTLE THE KING**, it is performed by his moving two squares towards the rook, and placing the latter on the square that the king has passed. But this can be done only on certain conditions, viz. the king cannot castle, if he has previously moved from his original station; nor, unless the passage to the rook be entirely clear, by the bishop and knight on one side, or the queen, the bishop, and the knight on the other side having moved; nor, can the king castle with a rook that has once moved from the corner square; nor, when by castling, he would pass the check of any piece, or remain in check. To explain this movement, we will refer to the numbered board, and suppose the white king to stand on the square No. 33, the queen, the bishop and the knight on his left to have moved forward; the king is to be castled with the rook now posted at No. 1. For this purpose the king moves aside from No. 33 to No. 17, while the rook is brought from No. 1 to No. 25. If it should be eligible to castle on the right side, the bishop and the knight having previously moved, the king goes into the square No. 49, and the rook is brought from No. 57 to No. 41. As each king can castle but once in a game, it is a move

of some consequence, and should not be resorted to without due consideration.

THE QUEEN is the most powerful piece on the board, uniting the moves of the bishop and rook, which will be explained under their respective titles.

THE ROOK is an important piece, and in some circumstances of the game, his power is little inferior to that of the queen. The rook moves in a straight line forwards, backwards, or sideways, but not diagonally. He can at one step pass along a whole rank, or a whole file, if the passage be clear ; or stop short at the first, second, third or any other square of a rank or a file, as occasion may require. To elucidate the move of the rook, suppose the white rook to be stationed at the square No. 57 and the whole file of squares to No. 64 to be unoccupied, the rook could then move to that, or any intermediate square ; suppose him however, to have stopped at the square No. 59, and the whole rank from thence to No. 3 to be vacant, his next move may be across the board towards the left hand, either to No. 3, or any intermediate square. From No. 3 he might move forwards to No. 8, then to 16, then to No. 9, and so on back again to 57.

THE BISHOP. The bishops of the same set being placed on different colours, are obliged throughout the game to walk on their respective lines, their motions being diagonal. Thus, the white bishop at No. 17 cannot during the whole game quit the black squares, nor can the other bishop of the same set at No. 41 leave the white squares. His step in other respects is very

extensive, as he may, if the road be open for him go any length of squares diagonally from one corner of the board to the other. Suppose for instance, no piece on the board except the white bishop at the square No. 41, his first move may be to No. 27, from thence to No. 9, then to No. 2, from thence diagonally across the board to No. 56, and then to 63, afterwards to 36, and then either to No. 8, or 57 and so on. In like manner the white bishop on the square No. 17 may move to 35, and successively to No. 7, 16, 58, 49, 28, &c.

THE KNIGHT. The move of this piece is peculiar to himself, and would, without the assistance of numbered squares, be extremely difficult to explain. It is two squares at once, (three including his own) partly straight, and partly diagonal. The square he goes into is always of a colour different from that which he leaves. But this will be better understood by referring to the board, and supposing the white knight to be at No. 9, his first move may be to No. 3, or No. 19, from either of which, he may move to No. 13, from thence to No. 7, or No. 23. In like manner the black knight at No. 16 can move to No. 6, or 22, from either of which, his next step may be to No. 12, &c. Again, the white knight at No. 49 can move to 43, from thence to 37, and successively to No. 31, 46, 52, 58, 43, &c. To render the move of the knight still clearer, suppose one to be posted on the square No. 29, his next move may be to either of the following, 19, 12, 14, 23, 39, 46, 44, or 35, provided those squares be unoccupied. This is the only piece that has a *vaulting*

motion, or that is not precluded from moving over other pieces.

THE PAWN. The power of this piece is the most limited of any on the board. When a pawn is moved, it must be in a straight line towards the adverse party. When once brought out, a pawn, more restrained than any other piece, cannot retreat or move back again, nor can he quit his own file for that of another, except in the single case of making a capture; on which occasion he moves diagonally into the next file to the right or left, (as the case may happen) and places himself on the square of the captured piece which is removed from the board, after which the pawn can only move straight forwards as before, unless another opportunity should occur of capturing a piece: The first move of the pawn may be either one or two squares, at the option of the player, but if, in attempting to go two squares, he should encounter a pawn of the adverse party, the latter can arrest him on his passage. For instance, suppose a white pawn situated on the square No. 34, and a black one at No. 28, the former in making a move of two squares to No. 36, is arrested by the latter at 35, the former is then removed from the board, and the black pawn places himself on the 35th square. Suppose however, the black pawn suffers the other to pass to No. 36, while another black pawn is on the square 45, the white becomes thus exposed to the black pawn, who captures him by moving obliquely into the square 36, and removing the white pawn from the board.

It may here be proper to note, that the power of capture possessed by any piece is equal to its extent of motion, and that the mode of capture is in all cases alike, i. e. the piece which takes, goes into the square of the captured piece, and the latter is removed from the board. It may also be observed, that no piece (except the knight) can take another unless the passage between them be perfectly clear, and unoccupied.

OF MAKING A QUEEN, A ROOK, &c. This is a singular mode of expression; however, as it is the technical language of chess, we shall endeavour to explain it as intelligibly as possible. When a pawn has advanced through every danger, and obstruction, to the furthest rank on the adverse side of the board, he is rewarded by being made a *queen*, or a *rook*, that is to say, if you have in the course of the play, lost either of those pieces, the pawn upon his arriving at any one of the squares in that rank, is removed from the board, and the piece you wish to restore is substituted in his place with all his, or her original powers. For instance, suppose that you had lost the queen, rook, knight or bishop, and your pawn had reached the square No. 23, the next move will take him into No. 24, and then, you have your choice which of your lost pieces to place on the square 24, having previously removed the pawn,

GIVING CHECK, AND CHECK-MATE. These are also technical terms of chess, and upon these depend the whole spirit, and interest of the game. Whenever an adversary advances upon the king in such a manner, that if he were any other piece he would be

exposed to capture, he is to be warned of his danger by the word "check," on which the king must be immediately relieved from the attack, either by taking the piece to which he is exposed, or interposing one of his own between that and himself, or by removing into a square where neither that nor any other of the adversary's pieces can reach him. If he can do neither of these he is "check-mated" and the game concluded. To explain this more fully, we will suppose there are only three pieces left on the board, the two kings and a white queen, and their situation thus. The black king on the square No. 16, the white king at No. 6, the queen at 47, and it is now the move of the whites. The queen goes to No. 15 where she is guarded by her king, the black king being then in check, and having no move that will extricate him is "check-mated." But when the check is given by the knight, the latter must be captured, or the king must remove, if neither of these can be done, the king is checkmated, and the game lost. For instance, suppose the black king to be on the 40th square, with his queen on one side, and bishop on the other, and a pawn on the 47th square, a white knight at 61, another white knight at 45. The knight moves from 61 to 46, giving check; in this case the queen will take the knight, and relieve the king, but suppose a rook stood on the 32d square instead of the queen, the consequence would be *check-mate*.

STALE MATE. By the laws of chess, the king is on no account to move into check, and therefore when one party has crowded up his adversary's king with so

many pieces, that the only move left him would take him into check, the game must necessarily cease, unless the player of the king thus circumstanced has some other piece to move. The game however, is not undecided, for the party thus crouding up the king is adjudged to have *defeated himself*, and his opponent is the winner.

DRAWN GAME. Whenever the loss on both sides has been so great that neither party is capable of forcing his antagonist into a situation by which he would lose the game, the further prosecution of it becomes insipid and useless. The players then mutually agree to make a draw of it, and begin anew.

THEORY OF CHESS.

THE game cannot be better begun than by advancing the pawn No. 5 two squares. Those before the queen and K. bishop may be moved next, after which the moves on either side must depend greatly on circumstances. Where the pawns are not equal to the support and protection of each other, the principal pieces must be brought out to guard them.* For this purpose the bishops are preferable to the knights, because they are not, in the early stages of the game so liable to be obstructed. The principal pieces however, should not be brought out too early in the game, because by every one that is driven back, a move is lost, but when a few pieces have been *exchanged*† and the game is somewhat advanced, and there is no danger of your pawns being stopped, the knights and bishops may then be employed in occasional attacks on the most unguarded of your adversary's pieces.

The queen, being the most efficient piece on the board, should not be moved too early, especially to act on the offensive. Before you move the queen, you should have brought your game into some method, and be able to calculate what aspect it is likely to assume. To put her in motion before you had digested a set of measures, and had a good prospect of succeeding in them would be a misapplication of her great powers.

* One piece to guard another may be explained in the following manner. Suppose a white pawn at 36, the black moves a pawn to No. 29, the white pawn might now take the black one, which if he does not do, he will himself be in the power of the black; to guard the white pawn the bishop is brought to No. 27, and now, if the black pawn takes the white one, the bishop will take the black one in the same square.

† To exchange pieces, is to lose one or two of your own for the sake of taking one or two of your adversary's. It serves to clear the board, and enlarge the field of action; and when you can gain a superior piece from your adversary by sacrificing one of inferior powers, it increases your comparative strength. Nevertheless, exchanging pieces should be done with caution.

As the rooks, while the board is crowded, can effect nothing worthy of their attempting, generally speaking, it is advisable to keep them in reserve till towards the conclusion of the game. The usefulness of the rook as the crisis approaches is little inferior to that of the queen.*

The king is not to act offensively. He should be kept, or put where he will be least open to attack, and while a check-mate from your adversary is possible, the king should neither move nor take, but with a view to his own safety. The two chief points of the game, and chief objects of your play are, *to give check-mate to your adversary's king, and, the preservation of your own.* To effect these objects perhaps the following notices may be worth attention.

1. As soon as you can ascertain on which side it will be best to castle your king, you should endeavour to keep the pawns on that side in their original places. For instance, suppose it advisable to castle on the right side, then the pawns No. 6, 7, 8 should not be moved. In like manner, if you find it eligible to castle on the left side the pawns No. 1, 2, 3, 4 should remain unmoved, because in either case the intention of castling is to place your king behind those pawns, effectually sheltering him from the attacks of your adversary's pieces.

2. When a pawn is pushed forwards, it should be well sustained by his comrades, and not suffered to straggle alone. A party of these, well managed, and well supported, may in a future stage of the game repair the loss of a principal piece, or do some other signal service.

3. At the same time that you are planning an attack on your adversary's king, endeavour to have your own so circumstanced, that he may castle on either side whenever you please. The advantage of this situation is, that your adversary not knowing on which side you mean to castle, will be obliged to form two distinct systems of attack.

* When your adversary's king is entirely stripped of his attendants your rook and king can check-mate him beyond the possibility of evasion, a degree of power which (except the queen) belongs to no other piece.

4. As soon as your adversary has castled, if it be on a different side of the board from that on which you have castled, or intend to castle, let your pawns in front of his king push forwards. The queen, and other pieces, but particularly the rook, should sustain them in the onset. If your adversary castles on the same side that you do, it will then be best to attack him with your principal pieces, otherwise your king will remain exposed by advancing your pawns.

5. Where a direct attack on your adversary's king is impolitic, or impracticable, you must endeavour to remove, or take those of his pieces which render it so.

6. Ineffectual checks, or checks that your adversary can easily evade, are in general to be avoided. They are very apt to occasion the loss of a move, the loss of the checking piece, or some other disaster. There are however, some cases in which such checks will force your adversary's king into a more exposed situation; or oblige him to leave a capital piece unguarded; or compel him to move, by which he forfeits his privilege of casting; or having a piece of your own attacked, you are not otherwise able to save it, than causing the removal of the piece that threatens yours.

7. You should offer an exchange of pieces when it will answer either of these purposes, viz. to cause your adversary to lose a move, or increase your comparative strength; or enable you to parry a troublesome, perhaps a dangerous check.

8. When your king has castled, the pawns in his front, together with the rook should be guarded as much as possible from the attacks of your adversary.

9. Whenever your king becomes exposed, some of your principal pieces should be kept in readiness to contribute to his safety, either by preventing, or covering the check. Those that operate at a distance, such as the queen, the bishop, and the rook, are preferable to the knight, whose step is too limited to be very serviceable in such cases.

10. The queen should never stand in such a manner before the king, as that if a rook, or bishop of the adversary were to attack her, her moving aside would leave the king in check, because in this case, if your adversary's bishop or rook be guarded, and you have no piece to interpose, as you cannot expose your king, it is plain you must lose your queen for an inferior piece.

11. Great advantages are often gained by an ambuscade, which is, the having one piece so placed before another, as that by removing the former, the latter gives check to the king, or some other principal piece. A rook, and a bishop may be so situated, that your adversary's king is in check to neither, and yet by moving that next to him forwards, or sideways, he will be in check to both.

12. While intent on projects of offence, be careful that you are not surprised yourself. You should consider that every stratagem you are practising on your adversary may be retorted on yourself.

13. Take care that no guarded pawn of your adversary be allowed to attack two of your superior pieces at once, as you must then infallibly lose one of them.

14. You must likewise beware that neither of his knights check your king and queen at the same time, because in that case, unless you can take his knight, as the king must be moved, you will lose your queen.

15. Nor must your adversary's knight, if secure from capture, be suffered to branch any other two pieces of more importance than himself, as the loss of one of them for the knight, or perhaps for nothing, will be the consequence.

16. When two pieces are attacked in such a way that one of them at least must be lost, in deciding which to give up, you must not think so much on their general comparative worth, as on the particular effects which the loss of this, or that, in the present state of the game, will produce.

17. When one or two of your pawns are so far advanced, and so well posted and guarded, that you are almost certain of

pushing one of them to the line of promotion, you may then be bolder with your principal pieces, and more readily determine which you would be willing to surrender.

18. Unless there be no other way of shielding the king, or no other but what would be attended with great disadvantage, never cover him from a check by placing a principal piece before him in such a manner that an adverse guarded pawn can attack your covering piece, lest your adversary oblige you to make a losing exchange.

19. It is a good general rule to keep your principal pieces always free to act as occasion may require, therefore you should endeavour to have them guarded by those of inferior rank, and never employ as guards more than are absolutely necessary.

20. Where two of your adversary's pieces are so situated that you can take either, considerations similar to those in the 16th direction must determine you.

21. When a piece of your adversary is so much in your power that you can take it when you please, be in no haste about it, but examine first, whether you cannot make a good move elsewhere.

22. When one of your adversary's pawns has advanced to the square immediately before your king, let him remain there, as he will in general be a safeguard to your king.

23. Whenever you can anticipate by calculation, that the sacrifice of such and such a piece, though it can yield no immediate benefit, will yet lead to such a position of the pieces, as will, in the end, enable you to give check mate, true policy requires that you make it.

24. Unless you be thoroughly sensible of the necessity of circumspection, a decided superiority may sometimes lead you to endanger its forfeiture, by an over-eagerness in pursuit of your object. On the contrary to avoid a stale mate, always leave your adversary's king ample room to move.

25. Whenever your game is in such a disastrous condition that a stale mate is your only resource, you should then endeavour

our by good management to avail yourself of it. To do this, the following case will serve as a clue. Your king is close pressed on all sides, and you have only the queen, and an inferior piece left: take the first opportunity of playing the inferior piece so that by its being either blocked up or lost, the king would be in a stale already, if you had not the queen to move; this done, employ your queen in giving incessant check to your adversary's king, till at length to avoid a check mate he is compelled to take your queen. Your object will then be attained, as your king cannot move without being in check. Sometimes, a check mate or stale will speedily terminate the game, sometimes, it will happen that the pieces on both sides are nearly all captured, without either taking place. To the latter case the following notices are exclusively adapted.

26. When your adversary's force is so much diminished, that your king is in no immediate danger, and your own force is so much diminished likewise that you can make no effectual attack without him, it will be adviseable to put your king in motion, especially, if by doing so, you can gain, or preserve the move, for if the game has been well conducted on both sides, your having the move will determine it in your favour. Your king may also be serviceable, either by protecting some pawn of your own which may otherwise be lost, or by annoying those of your adversary.

27. If you have only your king left, and your adversary has a king and a *knight*, or a *bishop*, it must be a drawn game; a pawn, in this case, would be better than either of those pieces, from the possibility of *his being made a queen*. This observation serves to introduce the following particular cases.

28. Your adversary has the king and a pawn; and you have only your king. You will of course, endeavour to intercept his pawn, his king will go to assist the pawn, this, if the king is in time to save him, will bring them together, and though you have failed in your attempt to take his pawn, yet, if you can get before them both, with a square between, you cannot lose the game.

29. Upon certain contingences, your adversary may have a king, a bishop, and a pawn, while you have only a king, and yet be unable to beat you. For instance, if the pawn be on the rook's file, and your king can get into the square at your end of the file, this square being of a colour different from that on which the bishop moves :—these circumstances concurring, it is even possible for you to win by a stale.

LAWS OF THE GAME.

I. If a player touches a piece, he must play it somewhere ; and when he has quitted it he cannot recall it.

II. If one party, by mistake or otherwise, makes a false move, and it is not discovered till after the other has played in his turn, it cannot be revised or rectified by either.

III. If a player misplaces the pieces, and, before he finds it out, plays two moves, it is at the choice of his opponent to permit him to begin the game again or not.

IV. If one party plays or discovers check to the king of the other, and neglects to notify it, the other may let him remain in open check till he does.

V. After the king has been once moved, or if both the rooks have been moved, he cannot castle with either,

INTRODUCTION TO PRACTICE.

WHOEVER has remarked the experiments of a novice in chess, must have observed a propensity to a variety of moves, which, while they hold out brilliant prospects of advantage, really lead to disaster. Some of these are interspersed in the following examples, and their adverse consequences pointed out. These examples are therefore calculated to give the learner the most correct ideas in his first attempts, and are comprehended in THREE ESSAYS ; with notes explaining the moves.

It is to be observed, that in the notes, the reader is addressed as the player of the white pieces ; and an imaginary antagonist, who is supposed to play the blacks, is spoken of in the third person, to avoid confusion.

FIRST ESSAY.

1. *White.* Pawn No. 5 at the square 36. (a)
Black. Pawn No. 5 at the square 37.
2. *W.* K. Bishop at 20. (b)
B. Pawn No. 3 at 22. (c)
3. *W.* Pawn No. 4 at 28.
B. Pawn No. 5 takes the pawn at 28.
4. *W.* Queen takes the pawn at 28.
B. Pawn No. 2 at 13. (d)

Notes.

(a) To place the pawns in the centre, and gain room for the action of the pieces, so as not to expose the king, should be the first pursuit.

(b) The 4th pawn should not be advanced to the 27th square with a view of supporting the pawn at 36, except in case of urgent necessity, for by playing so you obstruct your K. Bishop, and if the adversary oblige you afterwards to advance it another square, you lose a move, as using two efforts for what may be done at once. It is proper therefore in regular parties to bring out the K. Bishop at this moment, and to keep the 4th pawn in reserve.

(c) Your adversary moves this, as a prelude to exchanging his 4th pawn for your 5th, in order to have two pawns in the centre. PHILIDOR disapproves of the attempt so early, because it may be defeated by advancing your 4th pawn.

(d) This is the first step of a deviation that promises speedy trophies, and yet conducts to failure. The advance of the 2d pawn is seldom beneficial in the beginning of a game, and should always be followed by preparing to defend the rook.

....

5. *W.* K. Bishop at 11.
B. Pawn No. 3 at 21. (c)
6. *W.* K. Bishop takes the pawn at 47 and gives check. (f)
B. King takes the bishop at 47.
7. *W.* Queen gives check at 29. (g)
B. King returns to 40.
8. *W.* Queen takes the rook at 8.
B. Q. Knight at 22. (h)
9. *W.* Pawn No. 1 at 4. (i)
B. Queen gives check at 5. (k)

Notes.

(c) Persevering in a course of annoyance begun too hastily.

(f) You might have offered check-mate by placing your queen at No. 29, but he would then have advanced his 3d pawn upon your K. Bishop. You would have obtained, what you will now obtain, a rook, and a pawn, for a bishop, with this difference that his king would have retained the privilege of castling, which he loses by moving from his square.

(g) The attack of your bishop by bringing his king to the 47th square gives you this opportunity of checking both his king and rook.

(h) Your queen is now in a dangerous situation, and it will require some address to extricate her.

(i) If this pawn is taken by his opponent you will be enabled to open a communication between your queen and rook.

(k) He gains a move by this check, and the queen's ambush on your rook prevents your first pawn from taking his 2d.

10. *W.* Pawn No. 3 at 19, covers the check.
B. K. Knight at 39.
11. *W.* Q. Bishop at 44.
B. King at 47.
12. *W.* K. Knight at 43. (*l*)
B. Queen at 14. (*m*)
13. *W.* Pawn No. 1 takes the pawn at 13.
B. Q. Bishop at 15. (*n*)
14. *W.* K. Knight gives check at 37.
B. Q. Knight takes the knight at 37.
15. *W.* Queen takes the pawn at 7. (*o*)
B. Queen takes the queen at 7.
16. *W.* Q. Rook takes the queen at 7. (*p*)
B. Q. Bishop takes the pawn at 36.

Notes.

(*l*) You bring out the bishop and the knight, in order to dislodge his Q. Knight.

(*m*) He is preparing to attack your queen with his Q. Bishop.

(*n*) Though your queen is in still greater danger, she will either be extricated, or cost your adversary an equivalent.

(*o*) If your bishop takes the knight at 37, you will lose the game.

(*p*) The exchanges from the 14th to the 17th move leave your adversary the advantage of one piece, but as your pawn No. 1 is passed beyond the reach of his pawns, and your pieces are better situated, you have the real superiority.

17. *W.* Q. Bishop takes the knight at 37.
B. Q. Bishop takes the knight at 9.
18. *W.* Bishop at 23. (*q*)
B. Knight at 24. (*r*)
19. *W.* Q. Rook at 8.
B. K. Bishop at 39. (*s*)
20. *W.* Q. Rook at 16. (*t*)
B. K. Rook at 40. (*u*)

Notes.

(*q*) Had you taken his pawn at No. 31 with your rook, the adverse king, by coming in contact with your rook and bishop at the 38th square would have captured one of them ; —and had you castled, his Q. Bishop would have taken the 27th square, thereby checking both your king at 41, and pawn at 13. You would thus have lost your passed pawn, or been compelled to exchange your rook for his bishop. Your Q. Bishop in his present position, is ready to support your pawn in two of its stages.

(*r*) Your adversary's pieces confine one another, and it is partly to remedy this, and partly to intercept your pawn, that the knight moves. His attack on the rook is purely incidental.

(*s*) That his rook may protect the knight.

(*t*) Still you must not castle ; and if you venture to advance the pawn, his Q. Bishop will assail your Q. Rook, and 7th pawn, by coming to the 36th square. To remove your rook out of the range of his bishop is therefore your only proper move.

(*u*) His rook was in a bad situation, a removal of his knight will not now expose the rook to capture, without an equivalent.

21. *W.* King castles at 49. *K.* Rook at 41. (v)
B. Q. Bishop at 45.
22. *W.* *K.* Rook at 33. (w)
B. Pawn No. 4 at 29. (x)
23. *W.* Pawn No. 1 at 14.
B. Knight takes the pawn at 14.
24. *W.* Q. Rook takes the knight at 14. (y)
B. *K.* Bishop at 53. (z)
25. *W.* *K.* Rook takes the rook at 40.
B. King takes the rook at 40.

Notes.

(v) Had you pushed the pawn, he might have embarrassed his progress by removing his *K.* Bishop, which would have left your king in check to his rook.

(w) Your pawn were it pushed now, would cost him a piece, but this momentary delay will not allow him to amend his situation, while yours is improved by this move of the rook.

(x) It would be an endless undertaking to exhibit all the variations which might be made of this party. Advancing the pawn in the present instance is the shortest, and most certain method of bringing the game to a conclusion, as favourable as the situation of the pieces will permit.

(y) The game begins to assume a regular appearance, but the whites have visibly, been managed the best. With five pawns to four, and the difference between a rook, and a bishop, the game is virtually decided: but as an antagonist is at liberty to try every expedient, to protract, and palliate, in expectation of your committing an oversight, it may not be useless to continue the moves.

(z) Had he suffered you to place your Q. Rook on the square No. 15, before he offered this exchange of rooks he would have lost a piece.

26. *W.* Rook at 13.
B. K. Bishop at 17. (*aa*)
27. *W.* Rook takes the pawn at 21.
B. Bishop takes the pawn at 10.
28. *W.* Rook takes the pawn at 29.
B. Q. Bishop at 38. (*bb*)
29. *W.* Rook at 37. (*cc*)
B. King at 31.
30. *W.* Bishop at 5.
B. King at 30.
31. *W.* Pawn No. 6 at 44.
B. Pawn No. 7 at 54. (*dd*)

Notes.

(*aa*) Whatever course he adopts, he must infallibly lose a pawn.

(*bb*) You want a move to save your pawn at 19, he therefore very properly attacks your rook, which might occasion you to lose a move.

(*cc*) When you have a rook and a bishop, against two bishops, the best way to prevent the rook from being dislodged or embarrassed, is to play it on the colour on which your own bishop moves ;...this is one reason for the present step ; another is, by attacking his bishop, to gain a move ; a third, to abridge the freedom of his king, and keep in his neighbourhood a sufficient force to protect your pawns in their passage.

(*dd*) Reduced to act on the defensive, his king obstructs for the present, the march of your pawns,

32. *W.* Bishop gives check at 12.
B. King retreats to 31.
33. *W.* King at 42.
B. Pawn No. 8 at 62.
34. *W.* King at 43. (*ee*)
B. K. Bishop at 17.
35. *W.* Pawn No. 7 at 52. (*ff*)
B. Pawn No. 7 at 53.
36. *W.* Pawn No. 6 at 45.
B. Q. Bishop at 56. (*gg*)
37. *W.* Pawn No. 6 at 46.
B. K. Bishop at 44.
38. *W.* Rook gives check at 39.
B. King at 22.
39. *W.* Pawn No. 6 at 47. (*hh*)
B. Q. Bishop takes the pawn at 47.

Notes.

(*ee*) If you were to attempt driving his K. Bishop, he would prevent your passing, by giving check with his Q. Bishop, and you would lose a move.

(*ff*) You could not force his bishop by placing your rook at 34, for he would bring his Q. Bishop to No. 11, and you would lose a move.

(*gg*) If his bishop had stopped at 47, you might have captured him, by placing your rook (protected by your bishop at 12) between his king and bishop, thereby checking both.

(*hh*) If you were to use any effort to defend your 8th pawn now exposed to his bishop, your king would be liable to attacks from both of his bishops, and you would lose several moves.

....

40. *W.* Rook takes the bishop at 47.
B. Bishop takes the pawn at 58.
41. *W.* Rook gives check at 46.
B. King at 13.
42. *W.* Rook takes the pawn at 62.
B. Bishop at 44.
43. *W.* King at 36. (ii)
B. King at 20.
44. *W.* Rook gives check at 22.
B. King at 13. (kk)
45. *W.* King at 29.
B. Bishop at 35.
46. *W.* Bishop at 39.
B. King at 5.
47. *W.* King at 20.
B. Bishop at 14.
48. *W.* Bishop gives check at 12.
B. King at 4.

Notes.

(ii) You may win the game without making a queen of either of your pawns. Even with a decided superiority, it requires a familiar acquaintance with the game to bring it to a regular conclusion.

(kk) Whatever course he might take, the result of the game would equally correspond with the power of your pieces.

49. *W.* Bishop at 21. (*U*)
B. Bishop takes the bishop at 21. (*mm*)
50. *W.* Rook gives CHECK-MATE at 6.

Notes.

(*U*) Were you to take the bishop in the present position of the pieces, he would win by a *stale mate*.

(*mm*) He takes your bishop, to induce you to take his with your king ; he would then have escaped the immediate *check mate* by your rook.



ESTIMATE

Of the Powers of the Pieces, calculated on the probability being equal of their occupying any given square in the course of the game.

Pawn	2
Knight	9½
Bishop	9½
Rook	15
Queen	23½

The nature of the game puts the king's value above comparison. The pawn's chance of promotion increases his value to about 3½.

In making this estimate, the part of the board within the sphere of each respective piece is supposed to be unoccupied.

SECOND ESSAY.

THE BLACK MOVING FIRST.

1. *Black.* Pawn No. 5 at 37.
White. Pawn No. 5 at 36.
2. *B.* K. Bishop at 21.
W. K. Bishop at 20.
3. *B.* Queen at 60. (a)
W. Queen at 34. (b)
4. *B.* K. Knight at 46. (c)
W. Pawn No. 4 at 27.
5. *B.* K. Knight at 52. (d)
W. Pawn No. 7 at 51. (e)

Notes.

(a) The moves of the blacks are not proposed for imitation; but as the course pursued by one player must depend in a great measure on that pursued by the other, these examples are given that the Tyro might not be surprised into a defeat, or uncompensated loss, if an opponent were to adopt this step ;....a step of considerable influence on the aspect of the game. The earliest termination of which the game is susceptible is in two moves, but this requires such fatuity to permit it, that it has been called the *Fool's Mate*. The game might also be concluded in four moves by the *Scholar's Mate*.

- (b) The queen now defends both the 5th and 6th pawns.
 (c) He has now two pieces bearing on your pawn at 36.
 (d) Your pawn at 42 is the object of this move.
 (e) His queen must now retire, unless he should prefer the exchanges that result from a different move.

6. *B.* K. Bishop takes the pawn at 42, and gives check. (*f*)
W. Queen takes the bishop at 42.
7. *B.* K. Knight takes the queen at 42.
W. Pawn No. 7 takes the queen at 60.
8. *B.* K. Knight takes the rook at 57. (*g*)
W. K. Knight at 43. (*h*)
9. *B.* Pawn No. 4 at 30.
W. Q. Bishop at 35. (*i*)

Notes.

(*f*) If the black adopt this play, PHILIDOR's direction is to take the bishop with your queen, by which you will gain a piece.

(*g*) Let us now review the board, and balance the forces. Reckoning his knight at 57 as lost (which must ultimately be the case) the advantage is still on his side. His knight rated at $9\frac{1}{2}$, and his bishop at $9\frac{1}{2}$, make 19. Set down against these, for your rook 15, for your pawn $3\frac{1}{2}$, and it will appear that the gain of a piece is merely nominal. As you have a pawn doubled in the worst manner and must lose several moves to take his knight, perhaps no play on your part could establish any superiority of situation.

(*h*) If you were to proceed with your king to take his knight, the king would get into an embarrassed situation, by your adversary moving his pawn No. 2 ; placing his bishop on the 15th square ; and afterwards advancing his 6th pawn to No. 45.

(*i*) Were you to attack his 8th pawn, or his rook, with your knight, you would lose several moves, or have your knight forced to retire.

....

10. *B.* K. Rook at 48. (*k*)
W. Q. Knight at 26. (*l*)
11. *B.* Pawn No. 6 at 45.
W. Pawn No. 5 takes the pawn at 45. (*m*)
12. *B.* Q. Bishop takes the pawn at 45.
W. King at 34. (*n*)
13. *B.* Pawn No. 3 at 22.
W. Q. Rook takes the knight at 57.
14. *B.* Pawn No. 4 at 29.
W. K. Bishop at 11.
15. *B.* Q. Bishop at 52.
W. Pawn No. 8 at 59.
16. *B.* Q. Bishop at 61. (*o*)
W. Rook at 41.

Notes.

(*k*) If he had castled at this juncture, his 6th pawn (which will now make an opening for his rook,) would have been confined at 47 by your K. Bishop.

(*l*) You move out your pieces, that your rook may take his knight at 57.

(*m*) Had you suffered him either to take with his pawn, or to push it on your bishop at 35, the danger of his approaches would have been greater.

(*n*) Had you castled, he would have attacked your knight with his bishop; the obvious consequence of which would be, that you could not take his knight, without surrendering your own.

(*o*) He retreats, because his object is, not to exchange equally, but to gain a piece.

....

17. *B.* Q. Knight at 31.
W. King at 33. (*p*)
18. *B.* Pawn No. 8 at 62. (*q*)
W. Pawn No. 3 at 20. (*r*)
19. *B.* Pawn No. 4 at 28.
W. Q. Bishop at 49. (*s*)
20. *B.* King castles at 24. Q. Rook at 32.
W. Q. Bishop at 58.
21. *B.* Q. Rook at 40.
W. K. Knight at 49. (*t*)
22. *B.* K. Rook takes the rook at 41.
W. Q. Knight takes the rook at 41.
23. *B.* Knight at 21.
W. K. Bishop at 18.
24. *B.* Pawn No. 5 at 36.
W. Pawn No. 4 takes the pawn at 36.
25. *B.* Knight takes the pawn at 36.
W. K. Bishop takes the knight at 36.

Notes.

(*p*) By withdrawing your king, you frustrate his design of gaining your knight by accumulated attacks.

(*q*) To prevent your knight from advancing upon him.

(*r*) This attack compels him to break his line of pawns, or push them forwards in some disorder.

(*s*) If the bishop had stopped at 42, you would have lost a knight.

(*t*) Though this is not a commodious place for the knight, yet, you had better remove him, than employ two or three pieces merely to guard him,

....

26. *B.* Q. Rook takes the bishop, giving check.
W. King at 42.
27. *B.* Rook takes the pawn at 60.
W. K. Knight at 43.
28. *B.* Bishop takes the knight at 43.
W. King takes the bishop at 43.
29. *B.* Rook takes the pawn at 59, giving check.
W. King at 34. (*u*)
30. *B.* Pawn No. 3 at 21, (*v*)
W. Bishop at 37.
31. *B.* Pawn No. 7 at 53.
W. Pawn No. 2 at 12.
32. *B.* Pawn No. 4 gives check at 27.
W. King at 26.
33. *B.* Pawn No. 3 takes the pawn at 12,
W. Knight at 35.
34. *B.* Pawn No. 8 at 61.
W. King takes the pawn at 27.

Notes.

(*u*) If you had removed your king to No. 36, he would have pushed forwards his 4th pawn to 27; exchanged his rook for your bishop, thereby drawing off your knight; and made a queen of the 4th pawn.

(*v*) As he cannot now advance his 4th pawn, without a great risk of losing him, he pushes forward the 3d pawn to his support, otherwise your bishop, by his next move, would certainly take either the 4th, or 7th pawn.

35. *B.* Pawn No. 7 at 52.
W. King at 34.
36. *B.* Pawn No. 7 at 51.
W. King at 41.
37. *B.* Pawn No. 8 at 60.
W. King at 50.
38. *B.* Rook gives check at 58.
W. King at 43.
39. *B.* Rook takes the pawn at 2.
W. King at 52.
40. *B.* Pawn No. 7 at 50. (*w*)
W. Bishop at 58.
41. *B.* Rook at 34.
W. King at 43.
42. *B.* Rook at 26.
W. Knight takes the pawn at 50.
43. *B.* Pawn No. 8 at 59.

White must lose either the bishop or knight, and in other respects has so evidently lost the game, that it is unnecessary to point out another move.

Note.

(*w*) In this situation of the game, the black could win by advancing his pawns on the queen's side, but it may tend to improvement, to play as if he had those only on the king's side to depend upon,

THIRD ESSAY.

1. *White.* Pawn No. 5 at 36.
Black. Pawn No. 5 at 37.
2. *W.* K. Bishop at 20.
B. Q. Knight at 22. (a)
3. *W.* Pawn No. 3 at 19.
B. Pawn No. 8 at 62. (b)
4. *W.* Pawn No. 1 at 3. (c)
B. Pawn No. 7 at 54.
5. *W.* Pawn No. 4 at 28.
B. Pawn No. 5 takes the pawn at 28.
6. *W.* Pawn No. 3 takes the pawn at 28.
B. K. Bishop at 55. (d)

Notes.

(a) To attack your fourth pawn, or your bishop, as the play may require.

(b) He will permit you to place two pawns in the centre, proposing afterwards to separate them. It will be difficult to keep them together, as his scheme rests on calculation. His 8th pawn moves, to preclude your Q. Bishop from the 53d square.

(c) Few players, meeting with the mode of opposition adopted by your adversary, would hesitate to advance the 4th pawn at this moment; yet it would be wrong. Your first pawn, in its present situation, will prevent his K. Bishop from giving check, and you may now plant your pawns in the centre, without any inconvenience.

(d) Attacking your fourth pawn with two pieces.

7. *W.* K. Knight at 43.
B. Pawn No. 4 at 30.
8. *W.* Pawn No. 8 at 59. (*e*)
B. Q. Bishop at 31. (*f*)
9. *W.* Q. Knight at 19. (*g*)
B. K. Knight at 39.
10. *W.* Q. Bishop at 35. (*h*)
B. King castles at 56. K. Rook at 48.
11. *W.* Queen at 26.
B. King at 63.
12. *W.* King castles at 17. Q. Rook at 25. (*i*)
B. Q. Knight at 5.
13. *W.* K. Bishop at 2.
B. Pawn No. 2 at 14.
14. *W.* Q. Rook at 41.
B. Pawn No. 3 at 22.

Notes.

(*e*) To prevent his Q. Bishop from attacking your knight, which he might otherwise do at 52.

(*f*) That his Q. Knight may be at liberty to attack your K. Bishop, without being lost by your queen giving check at the 4th square.

(*g*) If he places his queen at 39, several of his pieces will be embarrassed by the action of this knight.

(*h*) Were you to place your queen at No. 11, he would suffer you to take the pawn at 15, by which you would lose your pawn at 28.

(*i*) You castle on this side, in order to advance the pawns on your right wing.

-
15. *W.* Pawn No. 8 at 60.
B. Q. Bishop at 38.
 16. *W.* King at 9. (*k*)
B. Q. Bishop takes the bishop at 2.
 17. *W.* King takes the bishop at 2.
B. Q. Knight at 20.
 18. *W.* Queen at 27.
B. Q. Knight takes the bishop at 35. (*l*)
 19. *W.* Queen takes the knight at 35.
B. Pawn No. 6 at 45.
 20. *W.* K. Rook at 58. (*m*)
B. Pawn No. 6 takes the pawn at 36. (*n*)
 21. *W.* Q. Knight takes the pawn at 36.
B. Knight at 45.

Notes.

(*k*) This seems to be the best of several alternatives. Were you to push the 2d pawn one square, his Q. Bishop would take it. If you were to advance the same pawn to No. 12, you would expose your king without deriving any certain advantage. If you had taken his bishop, his pawns would have united in the centre; or, if you had advanced your 4th pawn on his bishop, he would have had two pawns for one.

(*l*) His game is considerably relieved by the removal of this bishop.

(*m*) You cannot keep your pawns united in the centre; you therefore abandon them, and prepare to attack his king.

(*n*) He accomplishes his design of breaking the line of your centre pawns, but under circumstances unfavourable to his game.

22. *W.* Q. Knight gives check at 53. (o)
B. Pawn No. 8 takes the knight at 53.
23. *W.* Pawn No. 8 takes the pawn at 53 and discovers the rook's check.
B. King retires to 56.
24. *W.* Queen gives check at 38.
B. K. Rook covers the check at 47.
25. *W.* Queen takes the pawn at 54.
B. King at 48.
26. *W.* K. Rook at 63.
B. Queen at 31.
27. *W.* Q. Rook at 57.
B. Q. Rook at 40. (p)
28. *W.* Pawn No. 7 at 52.
B. Q. Rook at 38. (q)
29. *W.* Queen at 61.
B. Knight takes the pawn at 28.

Notes.

(o) This is a bold species of play ; but you may rely on obtaining, at least, an equivalent for the sacrificed knight.

(p) If his Q. Rook had remained at No. 8, he would have lost it, together with his bishop, for your K. Rook.

(q) If he had forced you to exchange queens by giving check with his at 38, you would have gained a piece—and the complete command of the game.

....

30. *W.* K. Rook takes the bishop at 55.
B. K. Rook takes the rook at 55. (r)
31. *W.* Queen gives check at 64.
B. K. Rook at 56 covers the check.
32. *W.* Queen takes the knight at 28.
B. Pawn No. 4 at 29.
33. *W.* Rook at 64.
B. Rook takes the rook.
34. *W.* Queen takes the rook at 64 giving check.
B. King at 47. (s)
35. *W.* Knight gives check at 37.
B. Rook takes the knight at 37.
36. *W.* Queen takes the rook at 37.
B. Pawn No. 4 at 28. (t)
37. *W.* Queen gives check at 46.
B. King at 40.
38. *W.* King at 9. (u)

Notes.

(r) If, instead of this, his knight takes yours, you will soon give check-mate.

(s) If the king goes into the 39th square, you push forward your 8th pawn, which his rook cannot take, because it would be lost by the knight's check at No. 37.

(t) He neglects your 7th pawn as of no value compared with those he must desert.

(u) It will be perceived, that by this move your king will reach the 25th square before his pawn, which ensures you the game.

PHILIDOR'S
ANALYSIS OF CHESS

NEW-MODELLED ;

TO WHICH ARE ADDED SEVERAL PARTIES, IN WHICH HE

PLAYED BLINDFOLD AGAINST

THREE ADVERSARIES AT A TIME.

FIRST GAME.

WITH TWO BACK GAMES.

1. *White.* Pawn No. 5 at 36,
Black. Pawn No, 5 at 37.
2. *W.* K, Bishop at 20,
B. K, Bishop at 21.
3. *W.* Pawn No. 3 at 19.
B. K. Knight at 46.
4. *W.* Pawn No. 4 at 28. (a)
B. Pawn No. 5 takes the pawn at 28,
5. *W.* Pawn No. 3 takes the pawn at 28, (b)
B. K, Bishop at 14. (c)

Notes.

(a) This pawn is advanced two squares for two important purposes ; to prevent your adversary's K. Bishop from attacking your pawn at 42 ; and to put the strength of your pawns into the middle of the board, which is of great consequence in attaining a queen.

(b) These two pawns, at No. 28 and 36, are well situated, therefore you should not move either of them, unless one of them be attacked ; in this case the attacked pawn should be pushed forwards. It may here be observed generally, that pawns in a front line, if well sustained, hinder your adversary's pieces from entering your game, or taking an advantageous post.

(c) If your adversary, instead of withdrawing his bishop, gives you check with it at No. 12, your Q. Bishop will cover the check at 26 ; should the black bishop then take yours, your Q. Knight will take him, and at the same time give support to your pawn at 36, now unguarded. But probably the bishop will retire, because a good player strives to keep that piece as long as possible.

6. *W.* Q. Knight at 19.
B. King castles at 56. K. Rook at 48.
7. *W.* K, Knight at 34, (*d*)
B. Pawn No. 3 at 22,
8. *W.* K, Bishop at 27, (*e*)
B. Pawn No. 4 at 29,
9. *W.* Pawn No, 5 at 37.
B. K, Knight at 40,
10. *W.* Q, Bishop at 35.
B. Pawn No, 6 at 46. (*f*)
11. *W.* Queen at 26, (*g*)
B. Pawn No, 6 takes the pawn at 37. (*h*)

Notes.


(*d*) You should avoid bringing your knight to No. 43, while your pawn remains at No. 42, because the knight would then prevent his moving.

(*e*) To avoid being attacked by his 4th pawn, which would force you to take it with your 5th. This would weaken your game, by separating your centre pawns, and entirely defeat your plan of making one of them a queen.

(*f*) To open a passage for his K. Rook, and this cannot be prevented, whether you take his pawn or not.

(*g*) It would be wrong to take the pawn offered to you at No. 46, because your 5th pawn would then lose its line ; whereas if he takes your pawn No. 5, your 3d pawn will supply his place, and you may afterwards sustain it with the 6th. These two pawns in the centre files, if rightly managed, will undoubtedly win the game, because they cannot be separated, without the loss of a principal piece. The sequel will shew that one of them becomes a queen. There are two other reasons for placing the queen at No. 26, viz. to support, and de-

....

12. *W.* Pawn No. 3 takes the pawn at 37.
B. Q. Bishop at 38. (i) 
13. *W.* K. Knight at 44. (h)
B. Queen at 39.
14. *W.* Q. Bishop takes the bishop at 14. (l)
B. Pawn No. 1 takes the bishop at 14.

Notes.

 *The first back game commences at the 12th move.*

send your 6th pawn, and also to sustain your Q. Bishop, otherwise, if he were to take your bishop you would be obliged to take his with your pawn, and thus your pawns would be divided, and your game irretrievably lost.

(h) To promote his project of bringing his K. Rook into action.

(i) To protect the pawn No. 4 and with the further view of advancing his 3d pawn. Your adversary might however, have taken your bishop at 35 without injury to his scheme; but he chuses rather to let you take his, in order to get an opening for his Q. Rook, though his pawns are thereby doubled; but doubled pawns are no disadvantage, when they can easily be supported by others. This, however, will be the subject of a Back game, beginning at this 12th move, in which the black bishop will take yours. It will then be seen, that (playing well on both sides) it will make no eventual difference. The 4th, 5th and 6th pawns well played, and well supported, will certainly win the game,

With respect to these Back games, it is to be observed, that they are made on the most critical moves only, for if they were to be made on every move, the work would be endless.

(k) Your pawn at 37 being at present in no danger you bring out the knight to attack his bishop.

(l) As it is always dangerous to suffer your adversary's K. Bishop to command your 42d square, and as it is also dan-

15. *W.* King castles at 49. K. Rook at 41. (*m*)
B. Q. Knight at 31.
16. *W.* K. Knight takes the bishop at 38.
B. Queen takes the knight at 38.
17. *W.* Pawn No. 6 at 44.
B. K. Knight at 23.
18. *W.* Q. Rook at 33.
B. Pawn No. 7 at 54. (*n*)
19. *W.* Pawn No. 8 at 59. (*o*)
B. Pawn No. 4 at 28.
20. *W.* Knight at 36.
B. Pawn No. 8 at 62. (*p*)
21. *W.* Pawn No. 2 at 11.
B. Pawn No. 1 at 13.
22. *W.* Pawn No. 7 at 52.
B. K. Knight at 29.

Notes.

gerous to receive from that piece an attack of any kind, it is necessary, not only to oppose him with your Q. Bishop as early as possible, but also to capture him as soon as a convenient opportunity offers.

(*m*) By castling on this side, you are enabled to strengthen and protect your pawn No. 6, which should be advanced two squares, as soon as the pawn at 37 is attacked.

(*n*) To prevent your pawn No. 6 from attacking his queen.

(*o*) This pawn is advanced to be united with the others in order to push them forwards with vigour.

(*p*) To prevent your knight from entering his game, and forcing his queen to remove ; were he to play otherwise, your pawns would have an open field.

....

23. *W.* Knight at 51. (*q*)
B. K. Knight at 35. (*r*)
24. *W.* Q. Rook takes the knight at 35.
B. Pawn No. 4 takes the rook at 35.
25. *W.* Queen takes the pawn at 35.
B. Q. Rook takes the pawn at 2.
26. *W.* Rook at 33. (*s*)
B. Queen takes the pawn at 11.
27. *W.* Queen at 36.
B. Queen at 38. (*t*)
28. *W.* Pawn No. 6 at 45.
B. Pawn No. 7 takes the pawn at 45.
29. *W.* Pawn No. 7 takes the pawn at 45. (*u*)
B. Queen at 29. (*w*)

Notes.

(*q*) To guard your 6th pawn, intending to advance it the next move to 45; it will then be supported by the bishop, the rook, and the knight.


(*r*) To break the strength of your pawns, and thereby defeat your plan, which he will undoubtedly do, unless you prevent him, by exchanging your rook for his knight.

(*s*) To protect your pawn at 37, which would otherwise be left unguarded when the pawn No. 6 advances.


(*t*) The queen returns to prevent the check-mate, just ready to take place.

(*u*) Were you now to decline taking his pawn, your first project laid in the beginning of the game would be reduced to nothing, and you would run the risk of losing the game.

(*w*) He offers an exchange of queens, in order to defeat your scheme of giving check-mate with your queen and bishop.

30. *W.* Queen takes the queen at 29.
B. Pawn No. 3 takes the queen at 29.
31. *W.* Bishop takes the pawn at 13.
B. Knight at 14.
32. *W.* Pawn No. 7 at 46. (x)
B. Q. Rook at 10.
33. *W.* Bishop at 27.
B. King at 47.
34. *W.* Bishop at 45.
B. Knight at 20.
35. *W.* Knight at 61.
B. K. Rook gives check at 56.
36. *W.* Bishop covers the check at 52.
B. Knight at 26.
37. *W.* Pawn No. 3 gives check at 38.
B. King at 54. (y) 

Notes.

 *The second back game commences at the 37th move.*

(x) When your bishop runs upon black, you must endeavour to keep your pawns upon white, because your bishop can then prevent your adversary's rook, or king from coming between your pawns. For the same reason, when your bishop runs on white, the pawns should be kept on black. Few players have made this remark, though a very important one.

(y) As the king might now retire to 48, the second back game will shew you how to proceed in that case.

...

38. *W.* Pawn No. 7 at 47.
B. K. Rook at 48.
39. *W.* Knight gives check at 44.
B. King at 55.
40. *W.* Bishop at 61.
B. Plays any where, having lost the game.



FIRST BACK GAME.

BEGINNING AT THE 12TH MOVE.

Position of the Pieces at the commencement of this back game.

White.... King at 33 : Queen at 26 : Q. Knight at 19 : K. Bishop at 27 : K. Knight at 34 : Q. Bishop at 35 : Q. Rook at 1 : K. Rook at 57 : First Pawn at 2 : Second at 10 : Third at 28 : Sixth at 42 : Seventh at 50 : Eighth at 58.

Black.... King at 56 : Queen at 32 : Q. Rook at 8 : Q. Knight at 16 : Q. Bishop at 24 : K. Bishop at 14 : K. Knight at 40 : K. Rook at 48 : First Pawn at 7 : Second at 15 : Third at 22 : Fourth at 29 : Sixth at 37 : Seventh at 55 : Eighth at 63.

12. *W.* Pawn No. 3 takes the pawn at 37.
B. K. Bishop takes the Q. Bishop at 35.
13. *W.* Queen takes the bishop at 35.
B. Q. Bishop at 38.
14. *W.* K. Knight at 44.
B. Queen at 39.

[First Back Game:]

15. *W.* Knight takes the bishop at 38.
B. Queen takes the knight at 38.
16. *W.* King castles at 49. *K.* Rook at 41.
B. Q. Knight at 31.
17. *W.* Pawn No. 6 at 44.
B. Pawn No. 7 at 54.
18. *W.* Pawn No. 8 at 59.
B. K. Knight at 55.
19. *W.* Pawn No. 7 at 52.
B. Pawn No. 3 at 21.
20. *W.* Knight at 34.
B. Pawn No. 4 at 28.
21. *W.* Queen at 26.
B. Q. Knight at 14.
22. *W.* Knight at 51.
B. Q. Knight at 29.
23. *W.* Q. Rook at 33.
B. Q. Knight at 35.
24. *W.* Rook takes the knight at 35.
B. Pawn No. 4 takes the rook at 35.
25. *W.* Queen takes the pawn at 35.
B. Queen takes the pawn at 2.
26. *W.* Pawn No. 6 at 45.
B. Queen takes the pawn at 10.
27. *W.* Pawn No. 6 at 46.
B. Knight at 40.

[First Back Game.]

28. *W.* Pawn No. 7 at 53,
B. Queen at 28.
29. *W.* Queen takes the queen at 28.
B. Pawn No. 3 takes the queen at 28,
30. *W.* Pawn No. 3 advances to 38.
B. Knight at 30.
31. *W.* Knight at 36.
B. Knight at 45.
32. *W.* Rook takes the knight at 45.
B. Pawn No. 7 takes the rook at 45.
33. *W.* Knight at 30.
B. Pawn No. 7 at 44 or any other move, the
game being lost.
34. *W.* Pawn No. 3 at 39.
B. K. Rook at 16.
35. *W.* Bishop gives check at 20.
B. King removes to 64.
36. *W.* Knight gives check at 47.
B. King returns to 56.
37. *W.* Knight at 32,
B. King being in check to the bishop moves
where he can.
38. *W.* Pawn No. 3 is made a queen at 40.
B. King check-mated.

No remarks are necessary on the moves of this game, being almost the same as in the preceding.

SECOND BACK GAME.

BEGINNING AT THE 37TH MOVE.

Position of the Pieces at the commencement of this back game.

*White....*King at 49 : Rook at 33 : Bishop at 52 : Knight at 61 : Third Pawn at 37 : Seventh at 46 : Eighth at 59.

*Black....*King at 47 : Q. Rook at 10 : K. Rook at 56 : Knight at 26 : Second Pawn at 15 : Third at 29 : Eighth at 62.

37. *W.* Pawn No. 3 gives check at 38.

B. King at 48.

38. *W.* Rook at 1.

B. Q. Rook gives check at 9.

39. *W.* Rook takes the rook at 9.

B. Knight takes the rook at 9.

40. *W.* King at 58.

B. Knight at 19.

41. *W.* Knight at 44.

B. Knight at 36.

42. *W.* Knight takes the pawn at 29.

B. Rook at 53.

43. *W.* Pawn No. 3 gives check at 39.

B. King removes to 47.


44. *W.* Bishop gives check at 38.

B. King takes the bishop at 38.


45. *W.* Pawn No. 3 goes to queen at 40, afterwards checks the black king, and finally wins the game.

SECOND GAME.

WITH THREE BACK GAMES.

1. *W.* Pawn No. 5 at 36.
B. Pawn No. 5 at 37.
2. *W.* K. Bishop at 20.
B. Pawn No. 3 at 22.
3. *W.* Pawn No. 4 at 28. (a)
B. Pawn No. 5 takes the pawn at 28. (b) 
4. *W.* Queen takes the pawn at 28.
B. Pawn No. 4 at 30.
5. *W.* Pawn No. 6 at 44.
B. Q. Bishop at 38. (c)


Notes.

 *The first back game commences at the 3d move.*

(a) If you were to play otherwise your adversary would get the move, and consequently the attack ; you could not then prevent him from putting the strength of his pawns in the middle of the board ; a point of so much consequence, that it would ensure him the game, supposing neither to play amiss.

(b) If he declines taking your pawn, in order to attack your bishop with his 4th pawn, he will (with regular play on both sides) lose the game ; for his 4th pawn, separated from his comrades could not avoid being taken. As this would occasion great alterations in the game, it will be the subject of the first back game, beginning at this third move.

(c) This bishop is brought out, not only to support the pawn No. 4 when he advances to make room for the K. Bishop ; but with the further view of opposing and capturing your K. Bishop as early as possible,

6. *W.* K. Bishop. at 27.
B. Pawn No. 4 at 29.
7. *W.* Pawn No. 5 at 37.
B. Pawn No. 3 at 21.
8. *W.* Queen at 42.
B. Q. Knight at 22. (d) 
9. *W.* Pawn No. 3 at 19.
B. Pawn No. 7 at 54.
10. *W.* Pawn No. 8 at 59.
B. Pawn No. 8 at 61. (e)

Notes.

 *The second back game commences at the 8th move.*

(d) Here is a critical point of the game. If your adversary were to continue advancing his pawns, instead of bringing out his principal pieces, he would infallibly lose the game, because one or two pawns too far advanced in the beginning of the game, may be considered as lost, unless the superior pieces can come freely to their aid; or that other pawns are ready to supply their places, if taken. This will be demonstrated by the second back game, beginning at this eighth move, wherein it will be shewn, that two pawns in a front line on the 4th rank are better situated than if they were two squares further advanced, because in the latter case, being so distant from the main body, they may be compared to pioneers in an army, detached on desperate service.

(e) This is intended to prevent your pawns from attacking his. The present situation of the game is worthy of particular notice. You have four pawns to his three on the king's side; on the contrary, he has four to your three on the queen's side, but still you have the advantage, your king be-

....

11. *W.* Pawn No 7 at 51.
B. K. Knight at 62.^a
12. *W.* K. Knight at 43.
B. K. Bishop at 39.
13. *W.* Pawn No. 1 at 4.
B. K. Knight at 45.
14. *W.* King at 41. (*f*)
B. Pawn No 8 at 60.
15. *W.* Pawn No. 7 at 52.
B. Knight at 51 gives check to king and rook.
16. *W.* King at 50.
B. Knight takes the rook at 57.
17. *W.* King takes the knight at 57. (*g*)
B. Queen at 31.
18. *W.* Queen at 49. (*h*)
B. Pawn No. 1 at 5.

Notes.

ing guarded by a superior number. Nevertheless, whoever first separates his adversary's pawns, (especially on that side where they are strongest), will undoubtedly win the game.

(*f*) This makes room for your principal pieces to act freely, in forming your attack on either side.

(*g*) Though a rook is commonly a more valuable piece than a knight, yet this exchange is in your favour, for this knight has already made four moves, while your rook has been totally inactive. Besides, his knight being thus situated, would have been very troublesome ; by taking him therefore, you have relieved your king from his dangerous attacks, and set yourself at liberty to form your attack on that side where his king may castle.

19. *W.* Q. Bishop at 35. (*i*)
B. Pawn No. 2 at 14.
20. *W.* Q. Knight at 3.
B. King castles at 24. Q. Rook at 32. (*k*)
21. *W.* K. Bishop gives check at 6.
B. King at 23.
22. *W.* Q. Knight at 18. (*l*)
B. Q. Rook at 8.
23. *W.* K. Bishop at 13.
B. Queen at 32. (*m*)
24. *W.* Pawn No. 2 at 12.
B. Queen at 48.

Notes.


(*h*) This is a move of some consequence. The queen will now sustain your 7th pawn, and prevent your adversary from exchanging his bishop for your two pawns, which he would certainly have done, because, the whole strength of your game consisting in your pawns, breaking their ranks would give him the attack, and probably the game.

(*i*) To induce your adversary to push forwards his 3d pawn, by which you would soon win the game, because your knights could then freely enter his game.


(*k*) To avoid the great strength of your pawns on the other side, and more especially because they are also further advanced than those on your queen's side.

(*l*) If you were now to check the king with your knight you would lose at least two moves by it, you therefore go back to attack his pawns that prevent you from winning the game.

(*m*) Preparatory to placing the queen at 48, as the success of his game depends on supporting his pawn at 21.

25. *W.* Pawn No. 2 takes the pawn at 21.
B. Pawn No. 2 takes the pawn at 21.
26. *W.* K. Knight at 26. (*n*)
B. Pawn No. 2 advances to 20. (*o*) 
27. *W.* K. Knight at 43.
B. Pawn No. 6 at 46. (*p*)
28. *W.* Q. Bishop gives check at 14.
B. King removes to 15.
29. *W.* Bishop gives check by taking the knight at 22.
B. King takes the bishop at 22.
30. *W.* K. Knight gives check at 28.
B. King removes to 31. (*q*)
31. *W.* Pawn No. 6 at 45.
B. Q. Bishop at 56.

Notes.

 *The third back game commences at the 26th move.*

(*n*) To attack the pawn at 21.

(*o*) He tries, by playing this pawn, to gain one move, and to hinder your knight from placing himself at 11. But as this 26th move is a critical one, the third back game will shew the effect of varying it.

(*p*) Whatever he may now play, his game is irretrievably lost ; for as soon as your knights can get a free passage, the game will be quickly decided.

(*q*) If his king takes your Q. Bishop, you will capture his queen, by first taking his bishop at 38 with your Q. Knight, and at the same time discovering a check from your queen ; if he plays otherwise, he loses his Q. Bishop for nothing.

32. *W.* Pawn No. 5 gives check at 38.
B. King retires to 40.
33. *W.* K. Knight at 13.
B. K. Bishop at 30.
34. *W.* Queen at 28. (r)
B. Lost every where.

FIRST BACK GAME.

BEGINNING AT THE THIRD MOVE.

3. *W.* Pawn No. 4 at 28.
B. Pawn No. 4 at 29.
4. *W.* Pawn No. 5 takes the pawn at 29.
B. Pawn No. 3 takes the pawn at 29.
5. *W.* K. Bishop gives check at 13.
B. Q. Bishop covers the check at 31.
6. *W.* K. Bishop takes the bishop at 31.
B. Q. Knight takes the bishop at 31.
7. *W.* Pawn No. 4 takes the pawn at 37.
B. Q. Knight takes the pawn at 37.
8. *W.* Queen at 34.
B. Queen at 39.

Note.

(r) The queen afterwards takes his 4th pawn ; enters his game ; captures most of his principal pieces ; and finally wins the game : it is therefore needless to go on.

[First Back Game.]

9. *W.* Q. Knight at 19.
B. King castles at 24. Q. Rook at 32.
10. *W.* Bishop at 44.
B. Q. Knight at 22.
11. *W.* King castles at 17. Q. Rook at 25.
B. Queen takes the queen at 34.
12. *W.* K. Knight takes the queen at 34,
B. Pawn No. 3 at 28.
13. *W.* Q. Knight at 36.
B. Pawn No. 6 at 46. (a)
14. *W.* Pawn No. 8 at 60.
B. Pawn No. 8 at 61.
15. *W.* K. Rook at 59.
B. K. Knight at 62.
16. *W.* Bishop takes the knight at 62.
B. Rook takes the bishop at 62.
17. *W.* K. Rook at 27.
B. Q. Rook at 40.
18. *W.* K. Knight takes the pawn at 28.
B. Knight at 12. (b)

Note.

(a) If instead of advancing this pawn, he had attacked your knights, by bringing his Q. Rook to No. 40, you might have suffered him to take your K. Knight at 34 by removing your Q. Knight to 53 ; the consequence of which would have been the loss of his 6th pawn, and afterwards his K. Rook.

[First Back Game.]

19. *W.* K. Rook at 35.
B. Knight gives check by taking the pawn at 2.
20. *W.* King at 9.
B. Knight returns to 12,
21. *W.* Q. Knight at 30 checks king and rook at the same time, and in the sequel wins the game.

SECOND BACK GAME.

BEGINNING AT THE EIGHTH MOVE.

8. *W.* Queen at 42.
B. Pawn No. 3 at 20.
9. *W.* K. Bishop at 34.
B. Pawn No. 4 at 28.
10. *W.* Pawn No. 3 at 19.
B. Pawn No. 4 at 27.
11. *W.* K. Bishop at 43.
B. Q. Bishop at 29.

Note.

(b) Had he taken your knight at 36 with his rook, instead of his present move, your knight would have taken his, at 22 ; then checking his king with your rook immediately after, would have given you his bishop, and consequently the game,

[Second Back Game.]

12. *W.* Pawn No. 2 at 11.
B. Pawn No. 2 at 13.
13. *W.* Pawn No. 1 at 4.
B. Pawn No. 3 takes the pawn at 11.
14. *W.* Pawn No. 1 takes the pawn at 13.
B. Q. Bishop takes the bishop at 43.
15. *W.* K. Knight takes the bishop at 43.
B. Q. Knight at 31.
16. *W.* Q. Bishop at 35.
B. Q. Rook at 16.
17. *W.* Pawn No. 3 at 20.
B. Q. Knight at 14.
18. *W.* Q. Knight at 26.
B. K. Bishop at 12.
19. *W.* King castles at 49. K. Rook at 41.
B. Loses the game.

THIRD BACK GAME.

BEGINNING AT THE TWENTY-SIXTH MOVE.

Position of the pieces at the commencement of this back game.

*White....*Q. Rook at No. 1: K. Bishop at 13: Q. Knight at 18: Q. Bishop at 35: K. Knight at 43: Queen at 49: King at 57: First Pawn at 4: Third at 19: Fifth at 37: Sixth at 44: Seventh at 52: Eighth at 59.

*Black....*Q. Rook at 8: King at 23: Q. Knight at 22: Q. Bishop at 38: K. Bishop at 39: Queen at 48: K. Rook at 64: First Pawn at 5: Second at 21: Fourth at 29: Sixth at 47: Seventh at 54: Eighth at 60.

26. *W.* K. Knight at 26.

B. Pawn No. 6 at 46.

27. *W.* K. Knight at 11.

B. Pawn No. 2 at 20.

28. *W.* Q. Bishop gives check at 14.

B. King at 15.

29. *W.* K. Knight gives check at 21.

B. K. Bishop takes the knight at 21.

30. *W.* Q. Bishop takes the bishop at 21.

B. Queen at 24.

31. *W.* Rook at 9.

B. King at 23.

32. *W.* Q. Bishop gives check at 30.

B. King at 32.


33. *W.* Queen gives check at 14.

B. King any where, the game being lost.


THIRD GAME.

WITH THREE BACK GAMES.


The pieces being placed in the usual manner, the
black moves first.

1. *Black.* Fifth pawn at 37.
White. Fifth pawn at 36.
2. *B.* K. Knight at 46.
W. Fourth pawn at 27.
3. *B.* K. Bishop at 21. 
W. Sixth pawn at 44. (*a*)
4. *B.* Fourth pawn at 30.
W. Third pawn at 19.

Note.

 *The first back game commences at the 3d move.*

(*a*) Whatever your adversary might have played, this would still have been your best move, the exchange of your 6th for his 5th pawn being always in your favour. The 4th and 5th pawns, being placed in the middle of the board, form a powerful barrier against your adversary's superior pieces. Besides this advantage, you gain the attack on him, by his injudicious move of the K. Knight. You have still another advantage in giving your 6th pawn for his 5th, which is, that when you castle with your K. Rook, the latter becomes immediately free and ready for action, in the very beginning of the game. This will be fully demonstrated in the first back game of this party, beginning at this third move.

5. *B.* Fifth pawn takes the pawn at 44. (b) 
W. Q. Bishop takes the pawn at 44.
6. *B.* Q. Bishop at 52.
W. K. Knight at 43. (c)
7. *B.* Q. Knight at 31.
W. Fourth pawn at 28.
8. *B.* K. Bishop at 14.
W. K. Bishop at 27. (d)

Notes.


 *The second back game commences at the 5th move.*

(b) If your adversary refuses to take your pawn, leave it in the same exposed situation, unless he should castle on his king's side. In this case, you should immediately push this pawn forwards, in order to attack, and fall on his king with all the pawns on your right wing. The effect of this movement will appear by a second back game, beginning at this 5th move. One general observation occurs here worthy of particular attention, viz. to avoid moving the pawns on your right and left, before your adversary's king has castled; he will otherwise retire where your pawns are weakest, and consequently least dangerous.


(c) If he takes your knight you should immediately take his bishop with your seventh pawn, which being then united with his comrades increases their strength, and consequently improves your game.

(d) This is the best square that your bishop can be on, as you will now be ready to attack his pawn at No. 63 should he castle with his K. Rook. The 20th square is however preferable when you have the attack, by commanding his 47th square.

....

9. *B.* Queen at 39.
W. Queen at 34.
10. *B.* King castles at 56. *K.* Rook at 48. (e) 
W. Q. Knight at 26.
11. *B.* K. Knight at 61. (f)
W. Queen at 35.
12. *B.* K. Knight takes the bishop at 44. (g)
W. Queen takes the knight at 44.

Notes.

 *The third back game commences at the 10th move.*

(e) If he had castled on the other side, you should then have castled on your king's side, in order to attack him with the pawns on your left wing. It is here again useful to observe as a general rule, that as it is dangerous in an army to attack the enemy too soon, so it is improper, at chess, to advance your pawns too hastily, that is, before they can be well sustained by one another, together with the principal pieces; otherwise your attack will prove abortive. The form of this attack by the pawns on your left, will be seen by the third back game beginning at this 10th move.

(f) To make room for his sixth pawn, intending to advance it to the 45th square, with a view of breaking the chain of your pawns.

(g) If he had advanced his sixth pawn instead of taking your bishop, your best play then would have been to attack his queen with your Q. Bishop at No. 53, and afterwards to have advanced your eighth pawn on his bishop to force him to take your knight. You might then have proceeded to take his bishop with your pawn, in order to support that on the 36th square, or to replace it in case of its being taken.

13. *B.* Q. Bishop takes the knight at 43. (*h*)
W. Seventh pawn takes the bishop at 43.
14. *B.* Sixth pawn at 45.
W. Queen at 51.
15. *B.* Sixth pawn takes the pawn at 36.
W. Seventh pawn takes the pawn at 36.
16. *B.* K. Rook at 46. (*i*)
W. Eighth pawn at 60. (*k*)
17. *B.* Q. Rook at 48.
W. King castles at 17. Rook at 25.
18. *B.* Third pawn at 21.
W. Seventh pawn at 37. (*l*)

Notes.

(*h*) If he were not to take your knight, his bishop would remain confined by your pawns, or he would lose at least three moves to set him at liberty, which three useless moves would ruin his game.

(*i*) He brings this rook to No. 46, intending either to double it, or to force your queen from the square she now occupies.

(*k*) By this move, your queen, in case of an attack, can retire behind the pawn just moved, and there remain, ready to take his eighth pawn when an opportunity offers. This pawn at No. 60 will presently become a dangerous enemy to your adversary's king.

(*l*) Here is a move as difficult to comprehend as it is to be well explained. In the first place, you are to observe, that when you have a chain of pawns connected with one another in an oblique line on squares of the same colour, the pawn which has the van, or is at the head of them, must not be abandoned, but enabled to keep his post. In the present case,

-
19. *B.* Fourth pawn takes the pawn at 37,
W. Fourth pawn at 29.
20. *B.* Bishop at 23.
W. Knight at 36. (*m*)
21. *B.* K. Rook at 43.
W. Queen at 50.
22. *B.* Queen at 47. (*n*)
W. Knight at 53.

Notes.

your seventh pawn, not being in a line with his comrades, your adversary has advanced his third pawn two squares, for two reasons, the first to entice you to push forward your fourth pawn which would immediately be stopped by his fourth, and thus your seventh pawn being deserted would become entirely useless. The second is, to guard his eighth pawn from the attack of your K. Bishop. Your best play therefore, is to advance your seventh pawn upon his rook, because your adversary by taking it, which he cannot well avoid, opens a free passage for your fourth pawn, which you are to advance immediately, and sustain in case of need, with your other pawns, in order to make him a queen, or to derive from him some other considerable advantage. It is true, that his fourth pawn has also a fair prospect of becoming a queen, however there is a great difference, because his pawn being alone, will always be in danger of capture by some of your superior pieces. But one must indeed be already a good player to make a proper use of these moves.

(*m*) It was necessary to stop his fourth pawn with this knight, especially as this very pawn in its present situation confines his own bishop, and even his knight.

(*n*) His intention in playing the queen, is to give you check with her at 44, the next move; his eighth pawn

23. *B.* Queen gives check at 44.
W. King at 9.
24. *B.* Rook takes the bishop at 27. (a)
W. Rook takes the rook at 27.
25. *B.* Queen at 45.
W. Queen at 36. (p)
26. *B.* Queen takes the queen at 36.
W. Knight takes the queen at 36.
27. *B.* Rook at 44.
W. Knight at 53.
28. *B.* Third pawn at 20.
W. Q. Rook at 51.
29. *B.* Knight at 21.
W. Knight at 38.

Notes,

might have prevented the attack of your knight, but then your fourth would have attacked his bishop and his queen. He would thus have been forced to take the pawn; your knight in return would have taken his bishop, and if the queen took the knight, she would have been exposed to the rook, by your bishop giving check at No. 30.

(a) To save his eighth pawn; and further, because your bishop proves more inconvenient to him than any other of your pieces; besides, by this capture he will be enabled to bring his queen upon your Q. Rook.

(p) Having now the advantage of a rook against a bishop, near the end of a game, it is your best policy to exchange queens, and the more so, as his queen is advantageously posted to annoy you. You therefore force an exchange, which he cannot avoid without being soon check-mated,

....

30. *B.* Knight takes the knight at 38.
W. Fourth pawn takes the knight at 38.
31. *B.* Rook at 46.
W. K. Rook at 25.
32. *B.* Rook takes the pawn at 38.
W. K. Rook at 31, and finally wins the game. (q)

This game shews, that playing the K. Knight the second move is entirely wrong, because it not only loses the attack, but gives it to the adverse party. It will likewise be shewn by three different back games that a good attack keeps the defender always embarrassed.

FIRST BACK GAME.

BEGINNING AT THE THIRD MOVE.

3. *B.* Fourth pawn at 29.
W. Sixth pawn at 44.
4. *B.* Fourth pawn takes the pawn at 36. (a)
W. Sixth pawn takes the pawn at 37.

Notes.

(q) He could only hinder you from doubling your rooks by sacrificing his bishop, or suffering you to make a queen of your advanced pawn ; therefore, he loses the game every way.

(a) If he had taken, your sixth pawn instead of this, you might have advanced your fifth pawn upon his knight, and afterwards have taken his pawn with your Q. Bishop.

[*First Back Game.*]

5. *B.* K. Knight at 52.
W. Fourth pawn at 28.
6. *B.* Sixth pawn at 45.
W. K. Bishop at 20.
7. *B.* Third pawn at 21.
W. Third pawn at 19.
8. *B.* Q. Knight at 22.
W. K. Knight at 34.
9. *B.* Eighth pawn at 61. (b)
W. Eighth pawn at 59.
10. *B.* K. Knight at 62.
W. King castles at 49. Rook at 41.
11. *B.* Q. Knight at 5,
W. Bishop gives check at 13.
12. *B.* Bishop covers the check at 31.
W. Bishop takes the bishop at 31.
13. *B.* Queen takes the bishop at 31.
W. Fourth pawn at 29.

Note.

(b) To avoid a doubled pawn upon his K. Rook's file, which would have been the consequence of pushing your eighth pawn on his knight. For this would have driven the knight to No. 62, exposed to your Q. Bishop, and thus his game would have been in a bad condition.

[First Back Game.]

14. *B.* Third pawn at 20. (*c*)
W. Second pawn at 12.
15. *B.* Third pawn takes the pawn at 11 in its passage.
W. First pawn takes the pawn at 11.
16. *B.* Second pawn at 14.
W. Q. Bishop at 35.
17. *B.* Bishop at 39.
W. K. Knight at 44. (*d*)
18. *B.* K. Knight at 56.
W. K. Knight at 54.
19. *B.* K. Rook at 63.
W. Sixth pawn at 38.
20. *B.* Queen at 15.
W. Fourth pawn at 30.
21. *B.* K. Bishop at 46.
W. K. Rook takes the pawn at 45.
22. *B.* King castles at 24. Rook at 32.
W. K. Rook takes the knight at 5.

Notes.

(*c*) To cut off the communication of your pawns ; but you defeat this plan by advancing your second pawn upon his knight at the 5th square. The knight, having no retreat, his third pawn takes yours in its passage. Thus your pawns become united, and form an invincible band.

(*d*) This knight will presently be the chief cause of your adversary's embarrassment, by obstructing his pieces. In the mean time you are preparing the check-mate.

THIRD GAME.

73

[First Back Game.]

23. *B.* Second pawn takes the rook at 5.
W. Q. Rook takes the pawn at 5.
24. *B.* First pawn at 6.
W. Rook gives check at 21.
25. *B.* King retires to 16.
W. Rook at 23.
26. *B.* Queen at 13.
W. Q. Knight at 3.
27. *B.* Queen at 45.
W. Q. Knight at 20.
28. *B.* Queen takes the knight at 54, the game
 being desperate.
W. Bishop gives check at 7.
29. *B.* King retires to 8.
W. Knight gives CHECK-MATE at 14.

SECOND BACK GAME.

BEGINNING AT THE FIFTH MOVE.

5. *B.* King castles at 56. Rook at 48.
W. Sixth pawn at 45.
6. *B.* Fourth pawn at 29.
W. Queen at 43.
7. *B.* Fourth pawn takes the pawn at 36.
W. Fourth pawn takes the pawn at 36.

THIRD GAME.

[Second Back Game.]

8. *B.* First pawn at 5.
W. Seventh pawn at 52.
9. *B.* Queen at 30.
W. Seventh pawn at 53.
10. *B.* K. Knight at 40.
W. K. Bishop at 20.
11. *B.* Third pawn at 22.
W. Queen at 61.
12. *B.* Second pawn at 13.
W. Seventh pawn at 54.
13. *B.* Eighth pawn at 62.
W. Bishop gives check by taking the pawn at 47.
14. *B.* King withdraws to 64.
W. Q. Bishop takes the pawn at 62.
15. *B.* K. Knight at 46.
W. Q. Bishop at 35 ; the black king being in check to the queen, and having no move, is checkmated.



THIRD BACK GAME.

BEGINNING AT THE TENTH MOVE.

10. *B.* King castles at 24. Rook at 32.
W. King castles at 49. Rook at 41.
11. *B.* Eighth pawn at 62.
W. Q. Knight at 26.

[Third Back Game.]

12. *B.* Seventh pawn at 53.
W. Q. Bishop at 35.
13. *B.* Q. Rook at 56.
W. Second pawn at 12.
14. *B.* Eighth pawn at 61.
W. First pawn at 4. (*a*)
15. *B.* Bishop takes the knight at 43.
W. Queen takes the bishop at 43.
16. *B.* Seventh pawn at 52.
W. Queen at 34.
17. *B.* Third pawn at 22.
W. First pawn at 5.
18. *B.* Bishop at 23.
W. Third pawn at 20.
19. *B.* Eighth pawn at 60.
W. K. Rook at 9.

Note.


(*a*) When your king is thus situated behind two or three pawns, and your adversary advances on them in order to break their line, or enter your game, you should be careful to push none of them forwards till you are compelled. For instance, it would have been wrong to advance your eighth pawn upon his bishop, because he would then have got the attack on you by taking your knight with his bishop, and would have obtained an opening by advancing his seventh pawn. By this error, you would have lost the game.

[Third Back Game.]


20. *B.* K. Rook at 61,
W. Third pawn at 21.
21. *B.* Fourth pawn at 29,
W. Fifth pawn at 37,
22. *B.* K. Knight at 40,
W. Second pawn at 13.
23. *B.* Third pawn takes the pawn at 13,
W. K. Rook takes the pawn at 13.
24. *B.* First pawn at 6,
W. K. Rook at 12.
25. *B.* Sixth pawn at 46,
W. K. Bishop takes the pawn at 6.
26. *B.* Second pawn takes the bishop at 6,
W. Queen gives check by taking the pawn at 6,
27. *B.* King retires to 32.
W. Queen gives check at 8,
28. *B.* Knight covers the check at 16.
W. First pawn at 6,
29. *B.* King at 31.
W. Queen gives check by taking the pawn at 29.
30. *B.* King retires to 24.
W. First pawn at 7, and finally wins the game,

FOURTH GAME.

WITH TWO BACK GAMES.

1. *Black.* Fifth pawn at 37.
White. Fifth pawn at 36.
2. *B.* Third pawn at 22. (a)
W. Fourth pawn at 28.
3. *B.* Fifth pawn takes the pawn at 28.
W. Queen takes the pawn at 28.
4. *B.* Fourth pawn at 30. (b)
W. Sixth pawn at 44.
5. *B.* Sixth pawn at 45. (c) 
W. Fifth pawn at 37. (d)

Notes.


 *The first back game commences at the 5th move.*

(a) Your adversary advances this pawn, which is a very injudicious move, solely on the presumption that you will also play wrong. He will certainly lose the move, by your fourth pawn being advanced to No. 28, and this move will at the same time place the attack in your hands, and probably the game; for when once the move is lost, it is very difficult to regain it with good players. It is true, he would lock up all your game with his pawns, if you were to neglect pushing forwards your fourth pawn, *See the variation.*

(b) If, instead of this move, he had brought his K. Knight to the 39th square, you would then have advanced your fifth pawn, and afterwards supported it with your sixth.

(c) If he had moved his Q. Bishop to No. 38, instead of advancing this pawn, you might then have placed your K. Bishop at 27, and the situation of the game would in this case have been exactly the same as it is at the 6th move of

....

6. *B.* Fourth pawn at 29. (c) 
W. Queen at 42.
7. *B.* Q. Bishop at 38.
W. K. Knight at 43.
8. *B.* Q. Knight at 31.
W. K. Knight at 28.
9. *B.* K. Bishop at 21.
W. Third pawn at 19.
10. *B.* Queen at 14.
W. Q. Bishop at 35.

Notes.

 *The second back game commences at the 6th move.*

the second game : See page 55. But, if he had attacked your queen with his third pawn, he would have lost the game by leaving his pawn at No. 30 unsupported. A back game will elucidate this,

(d) It is a general rule to avoid exchanging your fifth pawn for his sixth, unless you are compelled by unavoidable circumstances, which sometimes occur in the defence, but very rarely in the attack. Observe likewise, that your fourth and fifth pawns, being placed before your king and queen, are better than any others, and should therefore be carefully preserved and sustained. By occupying the centre, they obstruct the motions of your adversary's pieces,

(e) If he had taken your fifth pawn, instead of advancing his, you would then have taken his queen, and afterwards his pawn ; thus, by preventing his castling, and preserving your attack, you would have had a considerable advantage ; but had he moved his queen to No. 23, it would have produced a different game, the progress of which will be shewn in the second back game beginning at this sixth move.

11. *B.* K. Bishop takes the knight at 28.
W. Third pawn takes the bishop at 28. (*f*)
12. *B.* K. Knight at 39.
W. K. Bishop at 27.
13. *B.* King castles at 56. Rook at 48.
W. Eighth pawn at 59.
14. *B.* Queen at 23. (*g*)
W. Seventh pawn at 52.
15. *B.* Seventh pawn at 54.
W. Seventh pawn at 53. (*h*)
16. *B.* Second pawn at 14.
W. Q. Knight at 19.
17. *B.* Third pawn at 21.
W. King castles at 17. Rook at 25. (*i*)

Notes.

(*f*) When you have two separate bodies of pawns, you should always endeavour to strengthen and support the strongest party ; but if you have two pawns in the centre files, your aim should be to unite as many with them as possible, because the centre pawns are by much the best and strongest.

(*g*) His queen being now useless at the 14th square, he removes her, to make room for his pawns, intending to advance them upon you.

(*h*) This obstructs his game still more ; your eighth pawn will follow, and be able at any time to make an opening upon his king, as soon as your principal pieces are prepared for the attack, which he can no longer prevent.

(*i*) Your queen's side is preferable to the other, because your right wing is thereby more at liberty ; but if, instead of castling, you had taken the pawn he offers, his third and fourth pawns would then have formed a front line, which would

....

18. *B.* Third pawn takes the pawn at 28.
W. Bishop takes the pawn at 28.
19. *B.* Q. Knight at 21.
W. Eighth pawn at 60. (*k*).
20. *B.* Knight takes the bishop at 27.
W. Rook takes the knight at 27.
21. *B.* Bishop at 47. (*l*).
W. Eighth pawn at 61.
22. *B.* Second pawn at 13. (*m*)
W. Q. Rook at 59.
23. *B.* Second pawn at 12.
W. Fifth pawn at 38.
24. *B.* Bishop at 40. (*n*)
W. Eighth pawn takes the pawn at 54.
25. *B.* Bishop takes the pawn at 54.
W. Rook takes the pawn at 63.
26. *B.* Bishop takes the rook at 63.
W. K. Rook takes the bishop at 63.

Notes.

have proved very inconvenient to all your pieces ; besides, pawns are seldom offered without a view of some considerable advantage, and therefore it is rarely good play to take them.

(*k*) Taking his knight would have been an error similar to that you avoided by not taking the pawn just offered to you.

(*l*) To replace the pawn at 54, in case it be taken.

(*m*) To attack the knight that covers your king, as he has now no better move ; for had he taken your pawn, his game would still have been desperate.

(*n*) Whether he takes the pawn or not, his game is lost.

27. *B.* King takes the rook at 63.

W. Queen gives check at 60.

28. *B.* King at 56.

W. Queen gives CHECK-MATE at 64.

Whenever you can make an opening on your adversary's king with two or three pawns, you will win the game.

VARIATION OF THE FOURTH GAME,

TO SHEW THE DISADVANTAGE OF PLAYING THE THIRD
PAWN THE SECOND MOVE.

1. *B.* Fifth pawn at 37.

W. Fifth pawn at 36.

2. *B.* Third pawn at 22.

W. Fourth pawn at 28.

3. *B.* Fifth pawn takes the pawn at 28.

W. Queen takes the pawn at 28.

4. *B.* Fourth pawn at 29.

W. Fifth pawn takes the pawn at 29.

5. *B.* Third pawn takes the pawn at 29.

W. Third pawn at 20.

6. *B.* Q. Bishop at 38.

W. Third pawn takes the pawn at 29.

7. *B.* Queen takes the pawn at 29.

W. Queen takes the queen.

8. *B.* Bishop takes the queen at 29.

W. Q. Knight at 19.

Without proceeding further, it will sufficiently appear that the black is not likely to succeed in his attack.

FIRST BACK GAME.

BEGINNING AT THE FIFTH MOVE.

5. *B.* Third pawn at 21.
W. K. Bishop gives check at 13.
6. *B.* Bishop covers the check at 31.
W. K. Bishop takes the bishop at 31.
7. *B.* Queen takes the Bishop at 31.
W. Queen at 27.
8. *B.* Q. Knight at 22.
W. Third pawn at 20.
9. *B.* Q. Knight at 12.
W. Queen at 26.
10. *B.* K. Bishop at 39.
W. Q. Knight at 19.
11. *B.* K. Bishop at 46.
W. Q. Knight at 29.
12. *B.* Q. Knight takes the knight at 29. (a)
W. Fifth pawn takes the knight at 29. (b)
13. *B.* Knight at 39.
W. K. Knight at 43.

Notes.

(a) By this exchange, he avoids the attack of your rooks on his fourth pawn ; nevertheless your fifth will win the game.

(b) If you had taken with your third instead of this pawn, he would have separated your pawns, by pushing his sixth upon your fifth.

[First Back Game.]

14. *B.* King castles at 58. Rook at 48.
W. Queen at 27.
15. *B.* K. Rook at 40.
W. King at 42. (c)
16. *B.* Knight at 45.
W. Eighth pawn at 60.
17. *B.* Knight at 28.
W. Q. Bishop at 35.
18. *B.* Knight takes the knight at 43.
W. King takes the knight at 43.
19. *B.* Bishop takes the pawn at 10.
W. Q. Rook attacks the bishop at 9.
20. *B.* Bishop returns to 46.
W. Seventh pawn at 52.
21. *B.* Seventh pawn at 54.
W. Seventh pawn at 53.
22. *B.* Bishop at 55.
W. Eighth pawn at 61.

Note.

(c) By playing your king instead of castling, you are often better enabled to attack with your pawns on that side. In the present case, if you had castled on the queen's side, your adversary's bishop having an open line before him would have greatly incommoded your king. Observe, when you play your king to put him on a file where he will have one of your adversary's pawns before him, because you will thereby be better guarded against the rook's ambushes.

[First Back Game.]

23. *B.* K. Rook at 39.
W. K. Rook at 60.
24. *B.* Q. Rook at 40.
W. Bishop at 26.
25. *B.* K. Rook at 36.
W. Eighth pawn takes the pawn at 54.
26. *B.* Eighth pawn takes the pawn at 54.
W. Q. Rook at 57.
27. *B.* Second pawn at 13.
W. Bishop at 19.
28. *B.* Rook gives check at 35.
W. King at 42.
29. *B.* Rook takes the queen at 27.
W. Rook gives check at 64, and the following
 move CHECK-MATE,

SECOND BACK GAME.

BEGINNING AT THE SIXTH MOVE.

6. *B.* Queen at 23.
W. K. Bishop at 20.
7. *B.* Fourth pawn takes the pawn at 37.
W. Sixth pawn takes the pawn at 37.
8. *B.* Third pawn at 21.
W. Queen at 29.
9. *B.* Q. Knight at 22.
W. K. Knight at 43.

[Second Back Game.]

10. *B.* Q. Knight at 12.
W. Queen at 25.
11. *B.* First pawn at 6.
W. First pawn at 4.
12. *B.* K. Knight at 39.
W. King castles at 49. Rook at 41.
13. *B.* Seventh pawn at 54.
W. Q. Bishop at 53.
14. *B.* K. Bishop at 55.
W. Q. Bishop at 46.
15. *B.* K. Knight at 56.
W. Q. Bishop takes the bishop at 55.
16. *B.* Queen takes the bishop at 55.
W. K. Knight at 53.
17. *B.* K. Knight at 62.
W. Q. Knight at 19.
18. *B.* Q. Knight at 22.
W. Queen at 29.
19. *B.* Q. Knight at 39.
W. Queen at 30.
20. *B.* Q. Bishop at 31.
W. Sixth pawn at 38.
21. *B.* Q. Bishop at 22.
W. Q. Rook at 25.
22. *B.* K. Knight at 52.
W. Queen gives check at 31.

[Second Back Game.]



23. *B.* Bishop takes the queen at 31.
W. Sixth pawn gives check by taking the
 bishop at 31.
24. *B.* King at 32.
W. K. Knight gives CHECK-MATE at 38.

Though this back game may be played several different ways, the black will always lose, provided you suffer no obstruction to your K. Bishop.


FIRST GAMBIT.

WITH SIX BACK GAMES.

A GAMBIT is an irregular, skirmishing manner of playing, in which the surrender of the pawn is followed by a greater variety of stratagem than a regular party admits of. It is begun by advancing the king's or queen's pawn two squares the first move, and then the K. Bishop's or Q. Bishop's pawn two squares also. This mode of playing is called by the Italians Gambetto. The French translation, Gambit, has been adopted, and retained by English chess-players.

1. *White.* Fifth pawn at 36.
Black. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fifth pawn takes the pawn at 44.
3. *W.* K. Knight at 43.
B. Seventh pawn at 53.
4. *W.* K. Bishop at 20. (a) 
B. K. Bishop at 55. (b) 

Notes.





 *The first back game commences at the 4th move.*

 *The second back game commences at the 4th move.*


(a) If you had pushed forward your eighth pawn two squares, before you had brought out this bishop, your adversary would have abandoned his pawn at 44, and thereby have gained the attack on you, with a better situation of his game. This will be demonstrated by the first back game, beginning at this 4th move.

(b) The second back game will shew the mode of continuing your attack, if he had advanced his seventh pawn on your knight, instead of his present move.

....


5. *W.* Eighth pawn at 60. (c)
B. Eighth pawn at 62. (d) 
6. *W.* Fourth pawn at 28.
B. Fourth pawn at 30. (e) 
7. *W.* Third pawn at 19.
B. Third pawn at 22. (f) 
8. *W.* Queen at 11.
B. Queen at 39.
9. *W.* King castles at 49. Rook at 41.
B. Second pawn at 13. (g) 

Notes.

 *The third back game commences at the 5th move.*

 *The fourth back game commences at the 6th move.*

 *The fifth back game commences at the 7th move.*

 *The sixth back game commences at the 9th move.*

(c) To make him advance his eighth pawn, by which his knight will be obstructed.

(d) If he had pushed his seventh pawn on your knight instead of moving this, it would have produced a different game, which will be seen in the third back game.

(e) The fourth back game is founded on the supposition of his moving his third pawn instead of this, in which case, your fifth pawn should be pushed forwards, in order to take his fourth in its passage, if he were inclined to advance it on your K. Bishop. Observe, that in the attack of Gambits in general, the K. Bishop is the best officer, and No. 5 the best pawn.

(f) If, instead of this pawn, he had moved his Q. Bishop to No. 38 or 52, you would have won the game in a few moves, as will be proved by the subsequent back games.

(g) You would have won the game easily, if he had not advanced this pawn on your bishop. The sixth back game

10. *W.* K. Bishop at 27.
B. First pawn at 6.
11. *W.* First pawn at 4.
B. Q. Bishop at 15.
12. *W.* Q. Knight at 3.
B. Q. Knight at 31.
13. *W.* Q. Bishop at 26.
B. Queen at 46.
14. *W.* First pawn takes the pawn at 13.
B. First pawn takes the pawn at 13.
15. *W.* Q. Knight takes the pawn at 13.
B. Third pawn takes the knight at 13.
16. *W.* Queen takes the pawn at 13.
B. Rook at 16.
17. *W.* Eighth pawn takes the pawn at 53.
B. Eighth pawn takes the pawn at 53.
18. *W.* Queen takes the pawn at 53.
B. Queen takes the queen at 53.
19. *W.* Knight takes the queen at 53.
B. K. Knight at 62.
20. *W.* Q. Bishop takes the pawn at 44.
B. K. Bishop at 48.
21. *W.* Second pawn at 12, and finally wins the game.

Note.

will demonstrate this. But now, by deranging your system of attack on the king's side, he compels you to attack on the queen's side. However, this will not prevent your winning the game.

FIRST BACK GAME.

BEGINNING AT THE FOURTH MOVE.

4. *W.* Eighth pawn at 60.
B. Seventh pawn at 52.
5. *W.* K. Knight at 37.
B. Eighth pawn at 61.
6. *W.* K. Bishop at 20.
B. K. Rook at 63.
7. *W.* Fourth pawn at 28.
B. Fourth pawn at 30.
8. *W.* K. Knight at 27.
B. Queen at 39.
9. *W.* Q. Knight at 19.
B. K. Knight at 46.
10. *W.* Queen at 34.
B. Fifth pawn at 43 attacks the queen.
11. *W.* Seventh pawn takes the pawn at 43.
B. Seventh pawn takes the pawn at 43.
12. *W.* Queen takes the pawn at 43.
B. Q. Bishop at 52.
13. *W.* Queen at 35.
B. K. Bishop at 62.
14. *W.* K. Knight at 44.
B. Third pawn at 22.
15. *W.* Q. Bishop at 26.
B. K. Bishop takes the knight at 44.

[First Back Game.]

16. *W.* Queen takes the bishop at 44.
B. Fourth pawn at 29.
17. *W.* K. Bishop at 27. (a)
B. K. Knight takes the pawn at 36.
18. *W.* Knight takes the knight at 36.
B. Sixth pawn at 45. (b)



SECOND BACK GAME.

BEGINNING AT THE FOURTH MOVE.

4. *W.* K. Bishop at 20.
B. Seventh pawn at 52.
5. *W.* K. Knight at 37.
B. Queen gives check at 60.
6. *W.* King at 41.
B. K. Knight at 62.
7. *W.* Fourth pawn at 28.
B. Fourth pawn at 30.

Notes.

(a) If you had advanced your fifth pawn instead of moving your bishop, the pawn would still have been lost, by being exposed to the attack of his Q. Knight.

(b) The same pawn will afterwards take your knight, and must infallibly win the game, as he is now in the line of promotion, at the head of his comrades and powerfully supported. Those, who have studied the lessons given in the preceding games, will require no instruction to finish this ; therefore it is needless to go on.

[Second Back Game.]

8. *W.* K. Knight at 27.
B. Fifth pawn at 43.
9. *W.* Seventh pawn at 51.
B. Queen gives check at 59,
10. *W.* King at 42.
B. Queen checks at 50.
11. *W.* King removes to 35.
B. K. Knight at 56. (*a*)
12. *W.* K. Knight at 44.
B. K. Bishop at 62,
13. *W.* K. Bishop at 41, attacking the queen,
B. Queen takes the rook, or moves any where,
14. *W.* K. Bishop gives check at 13, and afterwards takes the queen. (*b*)

THIRD BACK GAME.

BEGINNING AT THE FIFTH MOVE.

5. *W.* Eighth pawn at 60.
B. Seventh pawn at 52.
6. *W.* K. Knight at 53.
B. K. Knight at 62.

Notes.

(*a*) To make room for his K. Bishop, in order to advance him on your king, this being his best play in the present situation of the game.

(*b*) As it is evident you must win the game, it is useless to proceed.

[Third Back Game.]

7. *W.* Fourth pawn at 28.
B. Sixth pawn at 46.
8. *W.* Q. Bishop takes the pawn at 44.
B. Fourth pawn at 30.
9. *W.* Third pawn at 19.
B. Sixth pawn takes the knight at 53. (a)
10. *W.* Eighth pawn takes the pawn at 53.
B. K. Knight at 56.
11. *W.* Queen at 11.
B. Queen at 39.
12. *W.* Q. Knight at 26.
B. Queen at 48.
13. *W.* King castles at 49. Rook at 41.
B. Loses the game. (b)

FOURTH BACK GAME.

BEGINNING AT THE SIXTH MOVE.

6. *W.* Fourth pawn at 28.
B. Third pawn at 22. (c)

Notes.

(a) If he had taken your knight before he made room for his queen, by moving his fourth pawn, you would have taken his knight with your bishop, and he would thereby have lost his queen also.

(b) He must infallibly lose the game, for if he moves his queen he loses the knight, and if he moves the latter, the queen will be lost, by a discovered check from your rook.

(c) His design in this move is to advance his fourth pawn upon your K. Bishop, which you prevent by moving your fifth.

[*Fourth Back Game.*]

7. *W.* Fifth pawn at 37.
B. Second pawn at 13.
8. *W.* K. Bishop at 11.
B. First pawn at 5.
9. *W.* First pawn at 4.
B. Second pawn at 12.
10. *W.* Q. Knight at 26. (*a*)
B. Q. Bishop at 6.
11. *W.* Q. Knight at 36,
B. Queen at 14, or any where else.
12. *W.* Q. Knight gives check at 30.
B. Loses the game.

FIFTH BACK GAME.

BEGINNING AT THE SEVENTH MOVE,

7. *W.* Third pawn at 19,
B. Q. Bishop at 52.
8. *W.* Queen at 11.
B. Q. Bishop at 61. (*b*)

Notes.

(*a*) This knight, although he has appeared to be almost useless is now the very piece that will win the game without a possibility of being hindered. It is therefore a good general rule, to place your pawns in such a manner as to obstruct your adversary's knights.

(*b*) If he had sustained his sixth pawn by moving the queen to 31 or 39 he would have lost his second pawn, and afterwards his rook.

[Fifth Back Game.]

9. *W.* Eighth pawn takes the pawn at 53.
B. Eighth pawn takes the pawn at 53.
10. *W.* K. Rook takes the bishop at 61.
B. K. Rook takes the rook at 61.
11. *W.* K. Bishop takes the pawn at 47, checking the king and rook ; and wins the game.
-


SIXTH BACK GAME.

BEGINNING AT THE NINTH MOVE.

9. *W.* King castles at 49. Rook at 41.
B. Q. Knight at 31.
10. *W.* Eighth pawn takes the pawn at 53.
B. Eighth pawn takes the pawn at 53.
11. *W.* K. Knight takes the pawn at 53.
B. Queen takes the knight.
12. *W.* K. Bishop takes the pawn at 47, giving check.
B. King retires to 48.
13. *W.* K. Bishop takes the pawn at 44.
B. Queen at 60..
14. *W.* Q. Bishop gives check by taking the pawn at 30.
B. K. Knight covers the check at 39.
15. *W.* K. Bishop at 54, discovers the rook's check.
B. King any where, the game being lost.

SECOND GAMBIT.

WITH FOUR BACK GAMES.



1. *White.* Fifth pawn at 36.
Black. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fifth pawn takes it.
3. *W.* K. Bishop at 20.
B. Queen gives check at 60.
4. *W.* King at 41.
B. Seventh pawn at 53. (a) 
5. *W.* K. Knight at 43.
B. Queen at 61. (b)
6. *W.* Fourth pawn at 28.
B. Fourth pawn at 30.

Notes.

 *First and second back games commence at the 4th move.*

(a) There will be two different back games upon this 4th move. The first will shew the effect of moving his K. Bishop to No. 21. instead of advancing this pawn; the second will be founded on the supposition of advancing his fourth pawn one square, instead of either of the above moves.

(b) This is the best of three different squares to which his queen might retire. First, if he moved the queen to 62, your knight, by removing to 37, would attack his pawn at 47, and you thereby take his rook; secondly, if his queen were at 52, your bishop might give check, by taking his sixth pawn, and then, if he takes your bishop, the knight may check both king and queen, and consequently win the game.

7. *W.* Third pawn at 19. (c)
B. Q. Bishop at 52.
8. *W.* King at 42.
B. K. Knight at 46. (d)
9. *W.* Queen at 34.
B. Q. Knight at 31. 
10. *W.* Eighth pawn at 60.
B. Bishop takes the knight at 43.
11. *W.* Queen takes the bishop at 43.
B. Queen takes the queen. (e) 
12. *W.* King takes the queen at 43. (f)
B. Seventh pawn gives check at 52.

Notes.

 *The third back game commences at the 9th move.*

 *The fourth back game commences at the 11th move.*

(c) It is of consequence in the gambits to advance this pawn, thereby opening a passage for your queen to No. 11, where she will greatly annoy your adversary, and embarrass his game, especially if his Q. Bishop has moved out previous to any attack on your principal pieces. See the fifth and sixth back games of the First Gambit.

(d) His bishop might have taken your knight at 43, instead of his knight's coming out. This would have changed the whole course of the subsequent moves, as will be seen in the third back game.

(e) If, instead of taking your queen, he had given you check with his knight, he must have lost the game, which will be demonstrated in the fourth back game.

(f) It has frequently been repeated as a general rule, to unite your fifth and sixth pawns together; but as there is no

....

13. *W.* King takes the pawn at 44.
B. K. Bishop gives check at 62.
14. *W.* King advances to 45.
B. K. Bishop takes the bishop at 17.
15. *W.* Rook takes the bishop at 17.
B. Eighth pawn at 61.
16. *W.* Knight at 26.
B. King at 39.
17. *W.* K. Rook at 41.
B. Third pawn at 22.
18. *W.* Q. Rook at 33.
B. Second pawn at 13.
19. *W.* Bishop at 11.
B. First pawn at 5.
20. *W.* Fifth pawn at 37.
B. Fourth pawn takes it.
21. *W.* Fourth pawn takes the pawn at 37.
B. K. Knight at 29.
22. *W.* Knight at 36. (*g*)
B. Q. Knight at 14.

Notes.

general rule without an exception, you will perceive one here, founded on two good reasons; first, if you take his queen with your king, you certainly gain a pawn, your adversary being unable to prevent it; secondly, the king has but little to fear when the adverse queen is captured, and may therefore now be put in motion, and render essential services. This will be seen in the sequel.

(*g*) It would be bad play to take his knight with your

23. *W.* Knight at 46.
B. Q. Rook at 32. (*h*)
24. *W.* Fourth pawn at 38.
B. Q. Rook at 30. (*i*)
25. *W.* Fourth pawn takes the pawn at 47.
B. King takes the pawn at 47.
26. *W.* King at 53.
B. King at 55. (*k*)
27. *W.* Knight gives check at 61, by taking the
 pawn.
B. King withdraws to 63.
28. *W.* K. Rook gives check at 47.
B. King removes to 56.
29. *W.* K. Rook at 15.
B. Q. Rook at 32. (*l*)
30. *W.* Rook takes the knight at 14, and wins
 the game.

Notes.

bishop, because his third pawn would not only take your bishop, but also stop the progress of your knight.

(*h*) If his knight had taken yours, your fourth pawn would have captured the knight, by which his king would have been in check to your Q. Rook, and being obliged to remove would have given you an opportunity of attacking his pawn at 47, by removing your Q. Rook to 39.

(*i*) This is better than taking your pawn, for by losing his sixth pawn the game would be decided against him in a few moves.

(*k*) To avoid the rook's check by discovery.

(*l*) Moving his king in this case would render his game

FIRST BACK GAME.

BEGINNING AT THE FOURTH MOVE.

4. *W.* King at 41.
B. K. Bishop at 21.
5. *W.* Fourth pawn at 28.
B. K. Bishop at 14.
6. *W.* K. Knight at 43.
B. Queen at 52.
7. *W.* K. Bishop gives check at 47, taking the pawn.
B. King at 48, if he retakes he loses the queen.
8. *W.* Eighth pawn at 59.
B. Queen at 51.
9. *W.* Q. Knight at 19.
B. King takes the bishop at 47. (*a*)
10. *W.* Q. Knight at 34.
B. Queen at 54, having no other move.
11. *W.* K. Knight at 37, gives check to king and queen ; and wins the game.

Notes.

still more desperate ; for you might then give check at 16 and take his K. Rook. You will observe here, that your winning this game depended on having your king free for action ; you will also observe that the king, in certain situations of the game, is capable of doing more service than any other piece on the board.

(*a*) The event of the game will be the same, whether he takes your bishop or not, his queen having no way to save herself.

SECOND BACK GAME.

BEGINNING AT THE FOURTH MOVE.

4. *W.* King at 41.
B. Fourth pawn at 30.
5. *W.* K. Knight at 43.
B. Q. Bishop at 52.
6. *W.* Fourth pawn at 28.
B. Seventh pawn at 53.
7. *W.* Q. Knight at 19.
B. Queen at 61, (a)
8. *W.* Eighth pawn at 60.
B. Eighth pawn at 62. (b)
9. *W.* King at 42.
B. Q. Bishop takes the knight at 43. (c)
10. *W.* Seventh pawn takes the bishop at 43.
B. Queen at 54.

Notes,

(a) If he were to take your K. Knight with his bishop instead of making this move, your queen would take his bishop, and afterwards advancing your seventh pawn to 51, your game would be much improved.

(b) If he had moved his sixth pawn instead of this, you might have gained a very advantageous position by taking his knight at 56 with your bishop, and afterwards placing your Q. Knight at 29.

(c) Any other move would have put his seventh pawn in the power of your eighth. In the attack of Gambits, it should be observed, that if you are once able to break the line of your adversary's pawns on the king's side, the advantage is very considerable.

[Second Back Game.]

11. *W.* Eighth pawn takes the pawn at 53.
B. Queen takes the pawn at 53.
12. *W.* Knight at 34.
B. Q. Knight at 31.
13. *W.* Knight takes the pawn at 44.
B. Queen at 32.
14. *W.* Third pawn at 19.
B. Q. Knight at 14.
15. *W.* K. Bishop at 27.
B. Queen at 31.
16. *W.* Q. Bishop at 35.
B. King castles at 24. Rook at 32.
17. *W.* First pawn at 4.
B. King at 16.
18. *W.* First pawn at 5.
B. Q. Knight at 24.
19. *W.* Second pawn at 12.
B. Third pawn at 22.
20. *W.* Second pawn at 13.
B. Third pawn takes the pawn at 13.
21. *W.* First pawn at 6. (*d*)
B. Second pawn at 14.
22. *W.* Queen at 11.
B. K. Knight at 46.

Note.

(*d*) To hinder him from guarding his pawn at 13.

[*Second Back Game.*]

23. *W.* K. Bishop takes the pawn at 13.
B. Queen at 23.
24. *W.* Fourth pawn at 29.
B. K. Bishop at 55.
25. *W.* K. Bishop at 22.
B. K. Knight at 31.
26. *W.* Knight at 27.
B. K. Knight at 37.
27. *W.* Knight takes the knight at 37.
B. Bishop takes the knight.
28. *W.* Seventh pawn at 44.
B. Bishop returns to 55.
29. *W.* Q. Bishop at 28.
B. Bishop takes the bishop at 28.
30. *W.* Third pawn takes the bishop at 28.
B. Queen at 39.
31. *W.* King at 43.
B. Q. Rook at 56.
32. *W.* Q. Rook at 17.
B. Q. Rook at 54.
33. *W.* Bishop at 15.
B. K. Rook at 56.
34. *W.* Rook takes the knight at 24.
B. Rook takes the rook.
35. *W.* Bishop takes the rook at 24.
B. King takes the bishop.

.....

[*Second Back Game.*]

36. *W.* Rook gives check at 17.
B. King retires to 16.
37. *W.* Queen at 20.
B. Queen at 31.
38. *W.* Seventh pawn at 45. (*c*)
B. Rook at 56.
39. *W.* Queen at 22.
B. Queen takes the queen. (*f*)
40. *W.* Fourth pawn takes the queen at 22.
B. King at 23.
41. *W.* Third pawn at 29.
B. Eighth pawn at 61.
42. *W.* Rook at 57.
B. Rook at 64.
43. *W.* Rook at 49.
B. Rook at 63.
44. *W.* Rook at 56.
B. Second pawn at 13. (*g*)

Notes.

(*c*) To prevent his giving check with the queen.

(*f*) If his queen retires to 32 or 40, you give check-mate at 15, or take his queen by advancing your fifth pawn.

(*g*) He would have pushed forwards his eighth pawn in order to make a queen ; but finding by calculation that he is one move short, he prefers moving this. In this second back game which has been very long and difficult, it would have been impossible for you to have succeeded without the help of your king ; and if you had castled on the queen's

[Second Back Game.]

45. *W.* Rook at 8.
B. King at 14.
46. *W.* Rook gives check at 16.
B. King removes to 23.
47. *W.* Rook gives check at 15.
B. King at 32.
48. *W.* Fifth pawn at 37.
B. Fourth pawn takes it.
49. *W.* Third pawn at 30.
B. King at 24, to avoid the rook's check-mate.
50. *W.* Third pawn gives check at 31.
B. King returns to 32.
51. *W.* Rook gives check at 16; the third pawn advances to the furthest rank, consequently makes a queen, and wins the game.



THIRD BACK GAME.

BEGINNING AT THE EIGHTH MOVE.

8. *W.* King at 42.
B. K. Knight at 46.
9. *W.* Queen at 34.
B. Bishop takes the knight at 43.

Note.

side, his distance would have proved an obstacle to your success. When the white king does not castle, the 42d square is commonly his best place.

.....

[Third Back Game.]

10. *W.* Queen takes the bishop at 43.
B. Queen takes the queen. (a)
11. *W.* Seventh pawn takes the queen at 43.
B. K. Bishop at 55.
12. *W.* Eighth pawn at 60.
B. Eighth pawn at 62.
13. *W.* K. Rook at 49.
B. K. Knight at 63.
14. *W.* Q. Bishop takes the pawn at 44.
B. K. Bishop gives check, by taking the pawn
at 28.
15. *W.* Third pawn takes the bishop at 28.
B. Seventh pawn takes the bishop at 44.
16. *W.* K. Rook at 55.
B. Q. Knight at 22.
17. *W.* Q. Knight at 19.
B. Q. Knight takes the pawn at 28.
18. *W.* Bishop gives check, by taking the pawn at 47.
B. King at 48.
19. *W.* Q. Rook at 49.
B. Q. Knight at 22.

Note.

(a) If he had not taken your queen, you would have broken his line of pawns by advancing your eighth to No. 60.

[Third Back Game.]

20. *W.* Bishop at 11.
B. Q. Rook at 32. (a)
21. *W.* K. Rook gives check at 47.
B. King at 40.
22. *W.* Q. Rook at 55.
B. K. Knight at 48.
23. *W.* Knight at 29 ; and finally wins the game.

FOURTH BACK GAME.

BEGINNING AT THE ELEVENTH MOVE.

11. *W.* Queen takes the bishop at 43.
B. K. Knight gives check at 52.
12. *W.* King at 49,
B. Seventh pawn takes the pawn at 60. (b)
13. *W.* Q. Bishop takes the pawn at 44.
B. K. Knight at 46.
14. *W.* Knight at 3.
B. Queen takes the queen at 43.
15. *W.* Seventh pawn takes the queen at 43.
B. K. Knight at 61.

Notes.

(a) Any other move would have put his knight at 63 in the power of your rook ; you would afterwards have given him check at 56 with your Q. Rook, and taken his Q. Rook.

(b) This was the only move that could prevent your eighth pawn capturing his seventh.

[*Fourth Back Game.*]



16. *W.* K. Rook takes the pawn at 60.
B. K. Knight takes the bishop at 44.
17. *W.* Rook takes the knight at 44.
B. Sixth pawn at 46.
18. *W.* King at 42.
B. King castles at 24. Rook at 32.
19. *W.* Bishop at 38.
B. Bishop at 39.
20. *W.* Q. Rook at 57.
B. King at 16.
21. *W.* Bishop takes the knight at 31.
B. Q. Rook takes the bishop.
22. *W.* Q. Rook at 62.
B. Second pawn at 14.
23. *W.* K. Rook at 45.
B. Bishop at 32.
24. *W.* K. Rook at 61.
B. King at 15.
25. *W.* Seventh pawn at 44.
B. Third pawn at 22.
26. *W.* Seventh pawn at 45. (c)
B. Loses the game.

Note.

(c) In the present situation of the game, your adversary being unable to attack any of your principal pieces, your plan should be to bring your knight to 46, in order to take his pawn at 63, a capture that will decidedly give you the game.

THIRD GAMBIT.

WITH THREE BACK GAMES.

1. *White.* Fifth pawn at 36.
Black. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fourth pawn at 29. (a) 
3. *W.* Fifth pawn takes the pawn at 29.
B. Queen takes the pawn at 29. (b) 
4. *W.* Sixth pawn takes the pawn at 37.
B. Queen gives check by taking the pawn at 37.
5. *W.* Bishop covers the check at 34. (c)
B. K. Bishop at 30.
6. *W.* K. Knight at 43,
B. Queen at 39.

Notes.

 *The first back game commences at the 2d move.*

 *The second back game commences at the 3d move.*

(a) The consequence of placing this pawn at the 30th, instead of the 29th square will be seen in the first back game.

(b) The second back game will shew the effect of taking your pawn at the 44th square with his fifth pawn, instead of his queen's taking your fifth at 29.

(c) So far the game appears entirely equal on both sides; however, you have still a small advantage, because you have on your left wing four pawns headed by your fourth;—while your adversary's pawns are divided, three on each side, and moreover separated from the centre. You can therefore, the easier prevent his pawns from uniting in the middle of the board.

-
21. *W.* K. Rook at 46.
B. Queen at 31. (*k*)
22. *W.* Rook gives check, by taking the pawn
 at 54.
B. Sixth pawn takes the rook.
23. *W.* Queen gives check at 54 by taking the
 pawn.
B. King retires to 64. (*l*)
24. *W.* Queen takes the pawn at 62, and gives
 repeated checks, till the black king is
 CHECK-MATED.

FIRST BACK GAME.

BEGINNING AT THE SECOND MOVE.

2. *W.* Sixth pawn at 44.
B. Fourth pawn at 30.
3. *W.* K. Knight at 43.
B. Q. Bishop at 52.

Notes.

(*k*) His queen at 31 has prevented your rook from taking his bishop, which would infallibly have decided the game in your favour.

(*l*) He might have defended his king by placing the queen on the 55th square, but then you would have taken his bishop, at the same time giving him check. You would then have had a good attack on him, besides a bishop and two pawns against his rook. But as the parties stand at present, it is useless to proceed with the game, because it will afford no instruction. It is therefore ended with a perpetual check.

[*First Back Game.*]

4. *W.* K. Bishop at 20.
B. Q. Knight at 22. (a)
5. *W.* Third pawn at 19.
B. Bishop takes the knight at 43. (b)
6. *W.* Queen takes the bishop at 43.
B. K. Knight at 46.
7. *W.* Fourth pawn at 27.
B. Q. Knight at 5.
8. *W.* K. Bishop gives check at 13.
B. Third pawn covers the check at 22.

Notes.

(a) The defender is often forced to play contrary to the general rules of the games, in order to defeat his adversary's plans, but the assailant is seldom under this necessity. Therefore, in the present case, your adversary posts his knight at the 22d square, to defend his pawn at 37, and afterwards to attack your sixth pawn which proves very inconvenient to him. If he had played otherwise, you would have taken his fifth pawn with your sixth, and then have given him check with your K. Bishop at 47 : his king, by taking the bishop, would have come within the range of your knight, by which you might have captured his Q: Bishop with your queen. But if he had taken your pawn at 44 instead of moving his knight, your fourth pawn at 28 would have made a complete gambit according to rules formerly explained.

(b) If he had played otherwise, your next move would have placed the queen at 11, unless indeed, he had attacked some of your pieces. /

.....

[*First Back Game.*]

9. *W.* K. Bishop at 4.
B. Second pawn at 13.
10. *W.* K. Bishop at 18. (c)
B. K. Bishop at 39.
11. *W.* Fourth pawn at 28.
B. Fifth pawn takes it.
12. *W.* Third pawn takes the pawn at 28.
B. King castles at 56. Rook at 48.
13. *W.* Q. Bishop at 35.
B. Q. Knight at 20.
14. *W.* Q. Knight at 26. (d)
B. Q. Knight takes the pawn at 10.

Notes.

(c) To a person not thoroughly acquainted with the principles of the game, these three last moves will appear not only entirely useless, but even contrary to the many rules already prescribed. Nevertheless, when you consider that your adversary has lost as many moves in pursuit of your K. Bishop, and brought his game into such a situation, that he cannot castle on his queen's side, without the risk of losing the game in a few moves ; and that he will consequently be obliged to castle on his king's side, where he will be much exposed to the attacks of the same bishop, you will perceive that these three moves are well calculated, and the more so, as you are now in possession of the middle of the board, and may move your pawns advantageously. When the centre is well sustained, the battle is half won.

(d) You remove this knight, in order to pursue your attack, without regarding the loss of your first and second pawns, because, being separated from those in the centre files, they are of little worth.

[*First Back Game.*]

15. *W.* Seventh pawn at 52. (*e*)
B. Q. Knight returns to 20.
16. *W.* Knight takes the knight at 20.
B. Second pawn takes the knight.
17. *W.* Seventh pawn at 53.
B. Knight at 31.
18. *W.* Eighth pawn at 60.
B. Queen gives check at 5.
19. *W.* King at 25.
B. Queen at 3.
20. *W.* Q. Rook at 17.
B. Queen takes the pawn at 2.
21. *W.* Queen at 61. (*f*)
B. Q. Rook at 16.
22. *W.* Fifth pawn at 37.
B. Seventh pawn at 54.

Notes.

(*e*) With the intention of afterwards dislodging his K. Knight, which you might also have done by advancing your fifth pawn, but in the latter case, his knight would have advanced to 29, where, being well posted, he would have proved a powerful obstacle to your attack. This instance again shews the usefulness of your front pawns, for they will compel the knight to retire from the 46th square, unable to make any resistance during the remainder of the game.

(*f*) To force his seventh pawn to advance against your queen which will enable you to attack with your eighth, and make an opening on his king as you will presently see.

.....

[First Back Game.]

23. *W.* Queen at 34.
B. Q. Rook at 10.
24. *W.* Eighth pawn at 61.
B. Third pawn at 21...game being desperate.
25. *W.* Eighth pawn takes the pawn at 54.
B. Sixth pawn takes it. (*g*)
26. *W.* K. Rook takes the pawn at 63.
B. King takes the rook. (*h*)
27. *W.* Queen gives check at 61.
B. King where he can.
28. *W.* Queen gives check by taking the pawn,
 and the following move CHECK-MATE.



SECOND BACK GAME.

BEGINNING AT THE THIRD MOVE.

3. *W.* Fifth pawn takes the pawn at 29.
B. Fifth pawn takes the pawn at 44.
4. *W.* K. Knight at 43.
B. Queen takes the pawn at 29.

Notes.

(*g*) He would not have succeeded better, by taking your pawn with his eighth, as you would then have placed your queen on the 58th square.

(*h*) If he had moved his own rook to 47, instead of taking yours, you might have withdrawn the latter to 62 and sustained it with the queen. By this, the game might have been protracted two or three moves, but the result would still have been the same.

[*Second Back Game.*]

5. *W.* Fourth pawn at 28.
B. Queen gives check at 36.
6. *W.* King at 42.
B. K. Bishop at 39. (a)
7. *W.* K. Bishop at 27.
B. Queen at 22.
8. *W.* Q. Bishop takes the pawn at 44.
B. Q. Bishop at 38.
9. *W.* Queen at 34.
B. Queen at 31.
10. *W.* Third pawn at 20.
B. Third pawn at 22.
11. *W.* Q. Knight at 19.
B. K. Knight at 46.
12. *W.* Eighth pawn at 59.
B. King castles at 56. Rook at 48.
13. *W.* Seventh pawn at 52.
B. K. Bishop at 30.
14. *W.* K. Knight at 37.
B. Bishop takes the knight.

Note.

(a) If he had not thus covered his king, but had still left his queen at 36, there would have been a great risk of losing her, or the game soon after, for you would have given check with your bishop ; and your K. Rook would afterwards have attacked the queen.

[Second Back Game.]

15. *W.* Fourth pawn takes the bishop at 37. (b)
B. K. Knight at 40.
16. *W.* Q. Rook at 25.
B. Queen at 39.
17. *W.* Seventh pawn at 53.
B. Q. Knight at 31.
18. *W.* Queen at 61. (c)
B. Seventh pawn at 54.
19. *W.* Queen at 62.
B. Queen gives check at 21.
20. *W.* King at 51.
B. Q. Knight takes the pawn at 37.
21. *W.* Knight at 36.
B. Queen at 28. (d)
22. *W.* Knight gives check at 46.
B. K. Knight takes the knight.
23. *W.* Seventh pawn takes the knight at 46.
B. Loses the game.

Notes.

(b) To force his knight to retreat, as he cannot advance it. The bishop could not have effected this purpose.

(c) The note at letter (f) in the first back game of this gambit will explain the present move.

(d) If he had moved his queen otherwise, you would have captured his knight, and consequently won the game.

THIRD BACK GAME.

BEGINNING AT THE ELEVENTH MOVE.

11. *W.* K. Bishop at 27.
B. King castles at 24. Rook at 32.
12. *W.* K. Rook at 33.
B. Queen retires to 48. (a)
13. *W.* Queen at 4.
B. King at 16.
14. *W.* Q. Bishop at 35.
B. Third pawn at 21. (b)
15. *W.* Fourth pawn at 29.
B. Q. Bishop at 52.
16. *W.* Second pawn at 12.
B. Bishop takes the knight at 43.
17. *W.* Seventh pawn takes the bishop at 43.
B. Q. Rook at 24. (c)
18. *W.* Knight at 13.
B. First pawn at 6.

Notes.

(a) To avoid the loss of one of his principal pieces, which must have happened by advancing your fourth pawn upon his Q. Bishop.

(b) If he had attacked your queen with his Q. Knight, she would have retreated to 11, and then your first pawn might have been advanced to dislodge his knight.

(c) The game being well conducted on both sides, it must terminate in your favour, the situation of the pieces being such that he cannot avoid losing it.

.....

[Third Back Game.]

19. *W.* Knight takes the bishop at 30.
B. Queen takes the knight.
20. *W.* Q. Rook at 9.
B. Q. Knight at 37.
21. *W.* K. Bishop at 34.
B. K. Knight at 31.
22. *W.* Queen at 5.
B. Queen gives check at 54.
23. *W.* King at 57.
B. Queen at 30.
24. *W.* Second pawn takes the pawn at 21. (*d*)
B. K. Knight takes the pawn.
25. *W.* Q. Rook at 14.
B. Queen at 48.
26. *W.* K. Rook at 9.
B. Q. Knight at 31.
27. *W.* Q. Rook takes the pawn at 6.
B. K. Knight takes the rook.
28. *W.* Queen takes the knight at 6.
B. Q. Rook at 23.
29. *W.* Fourth pawn at 30.
B. Loses the game.


Note.

(*d*) Whatever his move might have been, this should still have been yours. If he had taken your pawn with his, you would have taken again with your rook, in order to double your rooks by placing the other at 9.

FOURTH GAMBIT.


COMMONLY CALLED CUNINGHAM'S GAMBIT.

WITH TWO BACK GAMES.


1. *White.* Fifth pawn at 36.
Black. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fifth pawn takes the pawn at 44.
3. *W.* K. Knight at 43.
B. K. Bishop at 39.
4. *W.* K. Bishop at 20.
B. K. Bishop gives check at 60.
5. *W.* Seventh pawn at 51.
B. Fifth pawn takes it.
6. *W.* King castles at 49. Rook at 41.
B. Fifth pawn takes the pawn at 58, giving check.
7. *W.* King at 57.
B. K. Bishop at 46. (a) 
8. *W.* Fifth pawn at 37.
B. Fourth pawn at 29.

Note. *The first back game commences at the 7th move.*

(a) If he had moved his bishop to No. 39, the game would have been yours in a few moves, as will be proved in the first back game, beginning at this seventh move,

9. *W.* Fifth pawn takes the bishop at 46. (b)
B. K. Knight takes the pawn.
10. *W.* K. Bishop at 11.
B. Q. Bishop at 38.
11. *W.* Fourth pawn at 27. (c) 
B. Eighth pawn at 62. (d)
12. *W.* Q. Bishop at 44.
B. Third pawn at 21.
13. *W.* Q. Bishop takes the pawn at 58.
B. Q. Knight at 22.
14. *W.* Q. Knight at 26.
B. K. Knight at 52. (e)

Notes.

 *The second back game commences at the 11th move.*

(b) By exchanging this bishop for your three pawns, he may, with good management, obtain the victory. The strength of his pawns, provided he be cautious in pushing them forward, and keep them well sustained, will enable him to win the game, whatever you may do to prevent it.

(c) If this pawn had been advanced two squares, his knights would have had a free entry into your game, which would have soon decided the contest. But to make this clearer, it will be the subject of a back game, beginning at this eleventh move.

(d) This is a move of great consequence to him, inasmuch as it hinders your Q. Bishop from attacking his K. Knight, and separating his pawns, by exchanging your rook for one of his knights, which would have turned the advantage of the game in your favour.

(e) To take your Q. Bishop, which would prove very troublesome to him, if he should castle on his queen's side.

15. *W.* Queen at 34. (f) *B.* Knight takes the bishop at 58.
16. *W.* Queen takes the knight at 58. *B.* Queen at 16. (g)
17. *W.* Queen takes the queen at 16. (h) *B.* Rook takes the queen.
18. *W.* Q. Rook at 33. *B.* King at 31.
19. *W.* K. Knight gives check at 37. *B.* Knight takes the knight.
20. *W.* Q. Rook takes the knight at 37. *B.* King at 30.

Notes.

It is proper to observe again, that when the strength of your game rests on your pawns, you should capture your adversary's bishops as early as possible, because their power to obstruct the progress of your pawns is much greater than even that of the rooks.

(f) Not knowing how to prevent the loss of your bishop without incurring a greater, you now put the queen at 34, in order to guard the bishop; for if you had placed the bishop at 44 to prevent the knight's checking your queen and rook, he would have advanced his seventh pawn upon the bishop, and you would have lost the game immediately.

(g) The queen would have been cramped any where else, therefore, he offers an exchange, that (if you decline) she may advance to 30, where she would be (when your queen removes) not only safe, but extremely well situated.

(h) If you decline taking his queen, your game will be in a still worse condition.

.....

21. *W.* K. Rook at 33.
B. Second pawn at 13.
22. *W.* Third pawn at 19.
B. Q. Rook at 40.
23. *W.* First pawn at 4.
B. First pawn at 6.
24. *W.* Knight at 43.
B. Seventh pawn at 53.
25. *W.* King at 50.
B. Sixth pawn at 46. (i)
26. *W.* Q. Rook at 34.
B. Eighth pawn at 61.
27. *W.* First pawn takes the pawn at 13.
B. First pawn takes the pawn at 13.
28. *W.* K. Rook at 1.
B. Q. Rook at 8. (k)
29. *W.* K. Rook returns to 33.
B. Bishop at 31.
30. *W.* Fourth pawn at 28.
B. Third pawn at 20.

Notes.

(i) If he had advanced this pawn two squares, you might then have taken his fourth pawn with your bishop, which would have put your game in a better condition.

(k) You should always endeavour to hinder your adversary from doubling his rooks, particularly when there is an opening made in the game. For the same reason, he now offers an exchange.

31. *W.* Bishop at 18.
B. Eighth pawn at 60. (*l*)
32. *W.* K. Rook at 57.
B. K. Rook at 61. (*m*)
33. *W.* Second pawn at 11.
B. Q. Rook at 64.
34. *W.* Second pawn at 12.
B. Seventh pawn at 52.
35. *W.* Knight at 26.
B. K. Rook at 53.
36. *W.* K. Rook at 41.
B. Seventh pawn at 51.
37. *W.* Rook gives check, by taking the pawn at 46.
B. King at 23.
38. *W.* K. Rook at 54.
B. Eighth pawn gives check at 59.
39. *W.* King at 49.
B. Seventh pawn at 50.
40. *W.* Rook takes the rook at 53.
B. Eighth pawn gives check at 58.

Notes.

(*l*) Intending to advance his seventh pawn upon your knight in order to dislodge him, but if he had, previous to this, advanced the same pawn, your knight, taking post at 60, would have stopped all his pawns.


(*m*) Giving check with the eighth pawn, instead of this move would have been bad play, and contrary to the instructions contained in the first game. See note (*x*) of that game.

41. *W.* King takes the pawn at 50.
B. Eighth pawn advances to queen at 57,
 giving check.
42. *W.* King at 42.
B. Rook gives check at 48.
43. *W.* King at 35.
B. Queen gives check at 59.
44. *W.* Knight covers the check at 43.
B. Queen takes the knight, and afterwards
 the rook, and in two moves more gives
 CHECK-MATE.

FIRST BACK GAME.

BEGINNING AT THE SEVENTH MOVE.

7. *W.* King at 57.
B. Bishop at 39.
8. *W.* K. Bishop gives check, taking the pawn at 47.
B. King takes the bishop.
9. *W.* K. Knight at 37, giving double check.
B. King at 38; any where else he loses the
 queen.
10. *W.* Queen gives check at 52.
B. King takes the knight at 37.
11. *W.* Queen gives check at 45.
B. King at 30.
12. *W.* Queen gives CHECK-MATE at 29.

 Variation of the 8th move.

VARIATION OF THE FIRST BACK GAME,

IN CASE YOUR ADVERSARY DECLINES TAKING YOUR BISHOP
AT THE EIGHTH MOVE.

8. *W.* K. Bishop takes the pawn at 47, giving check.
B. King at 48.
9. *W.* K. Knight at 37.
B. K. Knight at 46.
10. *W.* K. Bishop at 11.
B. Queen at 40.
11. *W.* K. Knight at 47.
B. Rook at 56.
12. *W.* Fifth pawn at 37.
B. Fourth pawn at 29.
13. *W.* Fifth pawn takes the knight at 46.
B. Seventh pawn takes the white pawn.
14. *W.* Bishop takes the pawn at 29.
B. Q. Bishop at 52.
15. *W.* Queen at 33.
B. Q. Bishop at 61.
16. *W.* Fourth pawn at 28.
B. Bishop takes the knight at 47. (a)
17. *W.* Q. Bishop gives check at 62.
B. Rook covers the check at 55.

Note.

(a) This piece is sacrificed only to shorten the game.

[First Back Game.]

18. *W.* Knight at 19.
B. Bishop takes the bishop at 29.
19. *W.* Knight takes the bishop at 29.
B. Queen at 47.
20. *W.* Knight takes the bishop at 39.
B. Queen takes the knight.
21. *W.* Queen takes the queen at 39.
B. King takes the queen.
22. *W.* Bishop takes the rook at 55, and having now the superiority of a rook, besides a good situation, will easily win the game.



SECOND BACK GAME.

BEGINNING AT THE ELEVENTH MOVE.

11. *W.* Fourth pawn at 28.
B. K. Knight at 36.
12. *W.* Q. Bishop at 44.
B. Sixth pawn at 45.
13. *W.* Q. Knight at 26. (a)
B. Queen at 39.

Note.

(a) To tempt your adversary to take it with his knight, but he declines it, because a knight sustained by two pawns, whilst you have no pawn that can attack him, is worth at least a rook, and becomes so troublesome that you will be

[*Second Back Game.*]

14. *W.* Third pawn at 20.
B. Third pawn at 22. (*b*)
15. *W.* Third pawn takes the pawn at 29.
B. Third pawn takes the white pawn.
16. *W.* Q. Rook at 17.
B. Q. Knight at 22.
17. *W.* Q. Knight takes the knight at 36.
B. Sixth pawn takes the knight.
18. *W.* Knight takes the pawn at 58.
B. King castles at 56. Rook at 48.
19. *W.* Queen at 26.
B. Eighth pawn at 62.
20. *W.* Q. Rook at 21.
B. Q. Rook at 32.
21. *W.* K. Bishop at 4.
B. Seventh pawn at 53.
22. *W.* Q. Bishop at 35.
B. Rook takes the rook at 41.

Notes.

forced to take him, in which case, your adversary's pawns unite, and one of them will become a queen, or cost you a valuable piece.

(*b*) Taking your pawn would have diminished the strength of his game, because the knight would have lost one of his supporters ;—besides his knight must have retired to sustain the pawn at 45.

.....

[*Second Back Game.*]

23. *W.* Knight takes the rook at 41.
B. Queen at 30.
24. *W.* Queen at 58.
B. King at 55.
25. *W.* Queen takes the queen at 30.
B. Rook takes the queen.
26. *W.* First pawn at 3.
B. King at 54.
27. *W.* Second pawn at 12.
B. Eighth pawn at 61.
28. *W.* Second pawn at 13.
B. Knight at 39.
29. *W.* Rook at 23.
B. Rook at 31.
30. *W.* Rook takes the rook at 31; if not the result will be the same.
B. Bishop takes the rook.
31. *W.* King at 50.
B. Eighth pawn at 60.
32. *W.* Q. Bishop at 42.
B. King at 61.
33. *W.* K. Bishop gives check at 25.
B. Bishop covers the check at 52.
34. *W.* Bishop takes the bishop at 52.
B. King takes the bishop.

[Second Back Game.]

35. *W.* Knight gives check at 35.
B. King at 44.
36. *W.* King at 59.
B. King at 43.
37. *W.* Knight at 52.
B. Knight at 45.
38. *W.* Bishop at 49.
B. Sixth pawn at 35.
39. *W.* First pawn at 4.
B. Sixth pawn at 34.
40. *W.* Bishop at 42.
B. Knight takes the pawn at 28; and finally wins the game.

PHILIDOR'S OBSERVATION ON CUNINGHAM'S GAMBIT.

"I have already shewn that the attack of this gambit is very imperfect, as the defence, if tolerably conducted, must win. Three pawns, well managed, cannot be less than equivalent to a principal piece. But the sure way to succeed is to remove your king to his own bishop's square, when the first check is given by the adverse bishop, instead of pushing forward the pawn as Cuninghams directs."

1. *W.* Fifth pawn at 36.
B. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fifth pawn takes the pawn.
3. *W.* K. Knight at 43.
B. K. Bishop at 39.

.....



4. *W.* K. Bishop at 20.
B. Bishop gives check at 60.
5. *W.* King at 41. (a)
B. Fourth pawn at 30.
6. *W.* Fourth pawn at 28.
B. Queen at 46.
7. *W.* Fifth pawn at 37.
B. Fourth pawn takes the pawn.
8. *W.* Fourth pawn takes the pawn at 37.
B. Queen at 39.
9. *W.* Q. Bishop takes the pawn at 44.
B. Q. Bishop at 52.
10. *W.* Q. Knight at 19.
B. Third pawn at 22.
11. *W.* Q. Knight at 36.
B. Loses the game.

Note.

(a) Placing your king at 41 renders it impossible for your adversary to save his fifth pawn, which will still be in your power, and preserve your attack on him.

QUEEN'S GAMBIT, OR, GAMBIT OF ALEPPO.

WITH SIX BACK GAMES.

1. *White.* Fourth pawn at 28.
Black. Fourth pawn at 29.
2. *W.* Third pawn at 20.
B. Fourth pawn takes it.
3. *W.* Fifth pawn at 36. (a) 
B. Fifth pawn at 37. (b) 





Notes.

 *First and second back games commence at the 3d move.*

(a) The first back game will shew that pushing this pawn but one square, would give your adversary the opportunity of confining your Q. Bishop during half the game at least. It is true, a certain author, (otherwise a good player, and particularly pleased with this gambit,) advises the player of this pawn to move it one square only; however, he and others may now be convinced, that advancing it two squares is better, for though an indifferent player might not be able to perceive the error, this will not justify the move.

(b) If he had sustained the pawn at 20, instead of moving this, he would have lost the game. The second back game will demonstrate this. But if he had neither advanced this pawn, nor attacked your fourth, your best play would then have been to advance your sixth pawn two squares, by which you would have put your game into the best possible situation, having three pawns in a front line.

.....

4. *W.* Fourth pawn at 29. (c) 
B. Sixth pawn at 45. (d) 
5. *W.* Q. Knight at 19.
B. K. Knight at 46.
6. *W.* Sixth pawn at 43.
B. K. Bishop at 21.
7. *W.* Q. Knight at 4. (e) 
B. K. Bishop takes the knight at 49. (f)
8. *W.* K. Rook takes the bishop at 49.
B. King castles at 56. Rook at 48. (g) 

Notes.

 *The third back game commences at the 4th move.*

 *The fourth back game commences at the 7th move.*

 *The fifth back game commences at the 8th move.*


(c) If you had taken his pawn at 37, besides the disadvantage of doubling your pawns, you would have lost the attack, which will appear by the third back game.

(d) Whatever you might have played, this should still have been his move, as it procures to his pieces full liberty to act.

(e) If you take the pawn at 20 with your K. Bishop, instead of attacking his K. Bishop with your knight, the consequence will be the loss of the game, as you may perceive in the fourth back game.

(f) If his bishop had advanced to 28, two moves of your K. Knight would have captured him.

(g) If, instead of castling, he had supported his pawn at 20 with his second pawn, he would have lost the game, as will be shewn in the fifth back game. But supposing he chose to take your fifth pawn with his sixth, you would have taken the latter with your sixth. If his knight then took

9. *W.* Q. Knight at 19.
B. Sixth pawn takes the pawn at 36.
10. *W.* K. Bishop takes the pawn at 20. (*h*) 
B. Sixth pawn takes the pawn at 43.
11. *W.* Seventh pawn takes the pawn at 43. (*i*)
B. Q. Bishop at 45.
12. *W.* Q. Bishop at 35.
B. Q. Knight at 31.
13. *W.* Queen at 26.
B. Q. Knight at 14.
14. *W.* Q. Bishop takes the knight at 14.
B. First pawn takes the bishop.
15. *W.* King castles at 17. Rook at 25.
B. King at 64.
16. *W.* K. Rook at 53.
B. Seventh pawn at 54.

Notes.

 *The sixth back game commences at the 10th move.*

your sixth pawn, your queen would give check at 61, and afterwards take his pawn at 37, and win the game, as may easily be seen by playing over these moves.

(*h*) This move requires a back game, to shew the consequence of taking his sixth pawn with your sixth, in the present position of the pieces.

(*i*) By this capture you make an opening for your rook, while the pawn not only strengthens the king's guard, but stops the progress of your adversary's knight, and though he has more pawns than you have, your game is in a better situation than his.

.....

17. *W.* Queen at 35.
B. Queen at 30.
18. *W.* Knight at 36.
B. Bishop takes the knight.
19. *W.* Seventh pawn takes the bishop at 36.
B. K. Rook at 40.
20. *W.* King at 9.
B. Queen at 21.
21. *W.* Queen takes the queen at 21.
B. First pawn takes the queen.
22. *W.* Q. Rook at 33.
B. King at 55.
23. *W.* King at 18.
B. Eighth pawn at 62.
24. *W.* K. Rook at 51.
B. Knight at 61.
25. *W.* K. Rook at 11.
B. Second pawn at 14.
26. *W.* Fourth pawn at 30 to make an opening
for rook and bishop.
B. Third pawn takes the pawn at 30.
27. *W.* K. Rook takes the pawn at 14.
B. Q. Rook at 32.
28. *W.* Q. Rook at 25.
B. Knight at 46.
29. *W.* K. Rook gives check at 15.
B. King retires to 64.

30. *W.* Bishop at 29, to obstruct his pawns.
B. Knight takes the bishop.
31. *W.* Q. Rook takes the knight at 29.
B. K. Rook at 48.
32. *W.* Q. Rook at 26.
B. K. Rook at 44.
33. *W.* Q. Rook at 34.
B. Third pawn at 29.
34. *W.* Seventh pawn takes the pawn at 29.
B. Q. Rook takes the white pawn.
35. *W.* K. Rook at 39.
B. Seventh pawn at 53. Better than sustain-
 ing his pawn.
36. *W.* K. Rook takes the pawn at 37.
B. Q. Rook takes the K. Rook.
37. *W.* Rook takes the rook at 37.
B. Rook gives check at 42.
38. *W.* King at 19.
B. Rook takes the pawn at 58.
39. *W.* First pawn at 4. (*k*)
B. Seventh pawn at 52.

Note.

(*k*) You would have lost the game by taking his pawn at 21 with your rook, because your king would have obstructed your rook in coming to stop his seventh pawn. This will be clearly seen by playing over these moves.

40. *W.* First pawn at 5.
B. Seventh pawn at 51.
41. *W.* Rook at 33.
B. Seventh pawn at 50.
42. *W.* Rook at 49.
B. Rook gives check at 59.
43. *W.* King at 20.
B. Rook at 51.
44. *W.* First pawn at 6.
B. Rook at 55.
45. *W.* King takes the pawn at 21.
B. Eighth pawn at 61.
46. *W.* King at 14.
B. Eighth pawn at 60.
47. *W.* First pawn at 7.
B. Rook takes it. (l)
48. *W.* Rook takes the pawn at 50. (m)
B. Rook at 63.
49. *W.* Second pawn at 12.
B. Eighth pawn at 59.
50. *W.* Rook at 58.
B. King at 55.

Notes.

(l) If his rook had not taken your pawn, your rook would have taken his pawn, and won the game.

(m) This is better than taking his rook. In the latter case you would have lost the game, as you will perceive by playing over the last moves.

51. *W.* Second pawn at 13.
B. King at 54.
52. *W.* King at 22.
B. King at 53.
53. *W.* Second pawn at 14.
B. King at 52.
54. *W.* Second pawn at 15.
B. Rook takes it.

This must necessarily be a drawn game by advancing his king against your rook, because the latter will certainly be lost, if you capture his pawn.

FIRST BACK GAME.

BEGINNING AT THE THIRD MOVE.

3. *W.* Fifth pawn at 35.
B. Sixth pawn at 45. (a)
4. *W.* K. Bishop takes the pawn at 20.
B. Fifth pawn at 38.
5. *W.* Sixth pawn at 43.
B. K. Knight at 46. (b)
6. *W.* Q. Knight at 19.
B. Third pawn at 21. (c)

Notes.

(a) Advancing your fifth pawn two squares would have been better, because, as you perceive, his pawn at 45 now prevents the union of your fourth and fifth pawns in front.

(b) To hinder the junction of your pawns.

(c) For the same purpose.

[First Back Game]

7. *W.* K. Knight at 34.
B. Q. Knight at 22.
8. *W.* King castles at 49. *Black* at 41.
B. Seventh pawn at 53. (*d*)
9. *W.* Fourth pawn takes the pawn at 21. (*e*)
B. Queen takes the queen at 25.
10. *W.* K. Rook takes the queen at 25.
B. K. Bishop takes the pawn at 21.
11. *W.* K. Knight at 28.
B. King at 39.
12. *W.* Q. Knight at 4.
B. K. Bishop at 30.
13. *W.* K. Knight takes the knight at 22.
B. Second pawn takes the knight.
14. *W.* Sixth pawn at 44. (*f*)
B. Eighth pawn at 62.

Notes.

(*d*) His object being to separate your strongest pawns, he advances this, in order to attack your fifth pawn with his sixth, if necessary.

(*e*) If this pawn, instead of taking his opponent, had passed by him, his Q. Knight would have attacked your K. Bishop, and forced you to give check at 13. In this case, his king would have removed to 47 and gained both the move, and a good situation.

(*f*) This pawn is placed here to prevent your adversary's three pawns from forming themselves in a front line, which would have been done by advancing his fifth.

[First Book Game.]

15. *W.* Q. Bishop at 26,
B. Knight at 29.
16. *W.* Seventh pawn at 51.
B. Q. Bishop at 31.
17. *W.* King at 42,
B. Second pawn at 21.
18. *W.* Knight at 19.
B. Q. Bishop at 22.
19. *W.* Knight takes the knight at 29.
B. Fifth pawn takes the knight.
20. *W.* K. Bishop at 34,
B. Q. Rook at 56.
21. *W.* Q. Bishop at 19.
B. Seventh pawn takes the pawn at 44.
22. *W.* Bishop takes the rook at 64.
B. Seventh pawn takes the pawn at 35...giving check. (*g*)
23. *W.* King takes the pawn at 35.
B. Rook takes the bishop at 64.

Note.

(*g*) If your seventh pawn had taken his at 44, his fifth would have attacked your bishop; then his rook, sustained by his Q. Bishop would have given you check, and entered your game. The same thing would have happened, if your fifth pawn had taken his at 44. This would have improved his game, because one of his pawns being passed beyond obstruction by his equals, will infallibly cost you a principal piece, or become a queen.

[First Back Game.]

24. *W.* K. Bishop at 43.
B. King at 38.
25. *W.* K. Rook at 26.
B. Fifth pawn gives check at 28.
26. *W.* King at 42.
B. Q. Bishop at 36.
27. *W.* Q. Rook at 33.
B. King at 29.
28. *W.* K. Rook at 34.
B. Rook at 40.
29. *W.* Seventh pawn at 52.
B. Bishop takes the bishop at 43.
30. *W.* K. Rook takes the rook at 40.
B. Sixth pawn takes the pawn at 52.
31. *W.* Eighth pawn at 59.
B. Second pawn at 20.
32. *W.* K. Rook at 64.
B. Fifth pawn at 27.
33. *W.* King at 35.
B. K. Bishop gives check at 21.
34. *W.* King at 44.
B. Fifth pawn at 26, and wins the game. (h)

Note.

(h) The game is purposely lost thus, to shew the strength of two bishops against the rooks, particularly when the king is situated between two pawns. But, if instead of employing

SECOND BACK GAME.

BEGINNING AT THE THIRD MOVE.

3. *W.* Fifth pawn at 36.
B. Second pawn at 13.
4. *W.* First pawn at 4.
B. Third pawn at 22.
5. *W.* Second pawn at 11.
B. Fourth pawn takes it. (*a*)
6. *W.* First pawn takes the pawn at 13.
B. Third pawn takes it.
7. *W.* K. Bishop takes the pawn and gives check at 13.
B. Q. Bishop covers the check at 31.
8. *W.* Queen takes the pawn at 11.
B. Q. Bishop takes the bishop at 13.
9. *W.* Queen gives check by taking the bishop at 13.
B. Queen covers the check at 31.

Notes.

your rooks in a predatory war on his pawns, you had, at the 31st move, put your rook on the 32d square ; at the 32d move brought the other rook to 39 ; and at the 33d move exchanged your rook for his K. Bishop ; the result would have been a drawn game.

(*a*) In the attacks of the queen's gambits it is of the same importance to break the line of your adversary's pawns on the queen's side, as it is in the king's gambits, to break them on the king's side.

[Second Back Game.]

10. *W.* Queen takes the queen at 31.
B. Q. Knight takes the queen.
11. *W.* Sixth pawn at 44.
B. Fifth pawn at 38.
12. *W.* King at 34.
B. Sixth pawn at 45. (b)
13. *W.* Fifth pawn at 37.
B. K. Knight at 39.
14. *W.* Q. Knight at 19.
B. K. Knight at 29. (c)
15. *W.* Q. Knight takes the knight at 29.
B. Fifth pawn takes the knight.
16. *W.* Q. Bishop at 3.
B. K. Bishop takes the bishop.

Notes.

(b) This is done to force your fifth pawn to advance, and leave behind his comrade No. 4, which will then become of little use. See note (1) on the third game.

However, you cannot avoid it, and your object must now be, with the help of your principal pieces, to exchange your fourth pawn for his fifth, and by this means open a passage for your fifth.

(c) To extricate himself from the difficulties of his present situation, he proposes an exchange of knights, though by this move he separates his pawns, because you will otherwise take his first pawn by posting your knight at the 13th square, as you may easily perceive.

[*Second Back Game.*]

17. *W.* Q. Rook takes the bishop at 3.
B. King at 39.
18. *W.* King at 43.
B. K. Rook at 16.
19. *W.* Knight at 34.
B. King at 38.
20. *W.* K. Rook at 3.
B. K. Rook at 15.
21. *W.* Q. Rook gives check at 6.
B. Knight covers the check at 14.
22. *W.* K. Rook at 5.
B. Seventh pawn at 54.
23. *W.* Knight at 19.
B. Q. Rook at 32.
24. *W.* Q. Rook takes the pawn at 7.
B. K. Rook takes the rook at 7.
25. *W.* K. Rook takes the rook at 7, (*d*) and
having the superiority of a pawn, besides
a pawn passed, which amounts to a
principal piece, can easily win the game.

Note.

(*d*)♥ This back game demonstrates, that a pawn when separated from his comrades is of little value.

THIRD BACK GAME.

BEGINNING AT THE FOURTH MOVE.

4. *W.* Fourth pawn takes the pawn at 37.
B. Queen takes the queen at 25, giving check.
5. *W.* King takes the queen at 25.
B. Q. Bishop at 38.
6. *W.* Sixth pawn at 44.
B. Seventh pawn at 54.
7. *W.* Q. Knight at 19.
B. Q. Knight at 31.
8. *W.* Eighth pawn at 59.
B. Eighth pawn at 61.
9. *W.* Q. Bishop at 35.
B. King castles at 24. Rook at 32.
10. *W.* King at 18.
B. K. Bishop at 21.
11. *W.* Q. Bishop takes the bishop at 21.
B. Q. Knight takes the bishop.
12. *W.* K. Knight at 43.
B. Third pawn at 22.
13. *W.* K. Knight at 53.
B. Second pawn at 13.
14. *W.* K. Bishop at 34.
B. K. Knight at 39.

[*Third Back Game.*]

15. *W.* Knight takes the bishop at 38.
B. Sixth pawn takes the knight.
16. *W.* First pawn at 4.
B. Q. Knight at 11.
17. *W.* Q. Rook at 2.
B. First pawn at 6.
18. *W.* First pawn takes the pawn at 13.
B. First pawn takes the white pawn.
19. *W.* Q. Rook gives check at 8.
B. King at 15.
20. *W.* Rook takes the rook at 32.
B. K. Rook takes the white rook.
21. *W.* K. Rook at 25.
B. Q. Knight gives check at 28.
22. *W.* King at 9.
B. King at 14.
23. *W.* Seventh pawn at 52.
B. Eighth pawn takes the white pawn.
24. *W.* Eighth pawn takes the pawn at 52.
B. Third pawn at 21.
25. *W.* Eighth pawn at 53.
B. K. Knight at 22.
26. *W.* Bishop at 52.
B. First pawn at 12.

[Third Back Game.]

27. *W.* Knight at 34.
B. K. Knight at 5.
28. *W.* Knight takes the knight at 28.
B. Third pawn takes the knight.
29. *W.* Bishop takes the pawn at 38.
B. King at 21.
30. *W.* Sixth pawn at 45,
B. Third pawn at 27.
31. *W.* Sixth pawn takes the pawn at 54.
B. Knight at 11.
32. *W.* Sixth pawn at 55,
B. Rook at 8, to give check-mate.
33. *W.* Rook takes the pawn at 27.
B. Rook gives check at 1.
34. *W.* King has but one place, 18.
B. Rook gives CHECK-MATE at 17.

FOURTH BACK GAME.

BEGINNING AT THE SEVENTH MOVE.

7. *W.* K. Bishop takes the pawn at 20.
B. Sixth pawn takes the pawn at 36.
8. *W.* Sixth pawn takes the pawn at 36,
B. K. Knight at 52.
9. *W.* K. Knight at 59.
B. Queen gives check at 60.

[Fourth Best Game.]

10. *W.* King at 26.
B. K. Knight at 35.
11. *W.* Queen at 34.
B. Q. Bishop at 52.
12. *W.* Queen at 27.
B. K. Knight takes the pawn at 50. (a)
13. *W.* K. Knight at 49.
B. Queen gives check at 33.
14. *W.* King retires to 18.
B. K. Bishop takes the knight at 49; and will easily win the game.

FIFTH BACK GAME.

BEGINNING AT THE EIGHTH MOVE.

8. *W.* Rook takes the bishop at 49.
B. Second pawn at 13.
9. *W.* Knight at 21.
B. King castles at 56. Rook at 48.
10. *W.* First pawn at 4.
B. Q. Knight at 6.
11. *W.* Knight takes the knight at 6.
B. Bishop takes the knight.

Note.

(a) He takes this pawn to promote his plan of making a queen at No. 25, his bishop commanding that square.

[Fifth Back Game.]

12. *W.* First pawn takes the pawn at 13.
B. Bishop takes the pawn.
13. *W.* Second pawn at 11.
B. Sixth pawn takes the pawn at 36.
14. *W.* Second pawn takes the pawn at 20.
B. Bishop at 31.
15. *W.* Q. Bishop at 53.
B. Sixth pawn takes the pawn at 43.
16. *W.* Seventh pawn takes the pawn at 43.
B. King at 64.
17. *W.* K. Bishop at 27.
B. Eighth pawn at 62.
18. *W.* Eighth pawn at 60.
B. Eighth pawn takes the bishop at 53.
19. *W.* Eighth pawn takes the pawn at 53.
B. Knight at 61.
20. *W.* Bishop at 54.
B. Knight at 44.
21. *W.* Queen at 18.
B. Knight takes the bishop at 54.
22. *W.* Queen takes the knight at 54.
B. Bishop at 45.
23. *W.* Queen gives check at 61.
B. King withdraws to 56.

[*Fifth Back Game.*]

24. *W.* Eighth pawn at 54.
B. Bishop takes it.
25. *W.* Queen takes the bishop at 54.
B. Queen at 46.
26. *W.* Q. Rook at 6.
B. Queen takes the queen at 54.
27. *W.* Q. Rook takes the queen at 54.
B. K. Rook at 47.
28. *W.* King at 34.
B. First pawn at 5.
29. *W.* Q. Rook at 38.
B. First pawn at 4.
30. *W.* Rook takes the pawn at 37.
B. First pawn at 3.
31. *W.* K. Rook at 1.
B. First pawn at 2.
32. *W.* Q. Rook at 35.
B. K. Rook at 46.
33. *W.* King at 27.
B. Q. Rook gives check at 3.
34. *W.* King at 36.
B. Rook takes the rook at 35.
35. *W.* King takes the rook at 35.
B. Rook at 6.

[*First Back Game.*]

36. *W.* King at 28.
B. King at 47.
37. *W.* King at 19.
B. Rook gives check at 3.
38. *W.* King at 12.
B. Rook takes the pawn at 43.
39. *W.* Rook takes the pawn at 2.
B. King at 39.
40. *W.* Second pawn at 21.
B. Seventh pawn at 53.
41. *W.* Rook at 7.
B. King at 32.
42. *W.* King at 13.
B. Seventh pawn at 52.
43. *W.* King at 22.
B. Rook gives check at 46.
44. *W.* Fourth pawn covers the check at 30.
B. Third pawn takes it.
45. *W.* Second pawn takes the pawn at 30.
B. King returns to 40.
46. *W.* Rook at 55.
B. Rook at 62.
47. *W.* King at 23 ; and afterwards advancing his pawn, wins the game.

SIXTH BACK GAME.

BEGINNING AT THE TENTH MOVE.

10. *W.* Sixth pawn takes the pawn at 36.
B. K. Knight takes the white pawn.
11. *W.* Q. Knight takes the knight at 36.
B. Queen gives check at 60.
12. *W.* Knight covers the check at 51.
B. Q. Bishop at 52.
13. *W.* K. Bishop at 34. (a)
B. Queen takes the pawn at 58.
14. *W.* K. Rook at 41. (b)
B. Queen takes the knight at 51. *Check.*
15. *W.* King at 26.
B. Q. Knight at 31.
16. *W.* Rook takes the rook at 48. (c)
B. Rook takes the rook.
17. *W.* Queen at 33.
B. Rook at 42, and wins the game.

Notes.

(a) You could not avoid losing a piece.

(b) If you had moved your king instead of the rook, ~~he~~ would sooner have won the game, by placing his K. Rook at the 42d square.

(c) If you take his bishop, his queen will give check at 27, and the following move check mate, by taking your rook at 41.

METHOD OF GIVING CHECK-MATE

WITH A ROOK AND A BISHOP AGAINST A ROOK.

Position of the pieces.

White.....King at 38 : Rook at 20 : Bishop at 37.

Black.....King at 40 : Rook at 26.

This situation is the most advantageous for defending the rook, but if the defender does not chuse the 26th square, it is not difficult to force his king to the extremity of the board.

1. *White.* Rook gives check at 24.
Black. Rook covers the check at 32.
2. *W.* Rook at 23.
B. Rook at 26.
3. *W.* Rook at 15.
B. Rook at 25.
4. *W.* Rook at 55.
B. Rook at 41.
5. *W.* Bishop at 51.
B. King at 48.
6. *W.* Rook at 52.
B. King at 40.
7. *W.* Rook at 20.
B. Rook at 25.
8. *W.* Bishop at 60.
B. King at 48.
9. *W.* Bishop at 46.
B. Rook gives check at 33.

10. *W.* Bishop covers the check at 37.
B. King at 56.
11. *W.* Rook at 60 ; and the following move gives
CHECK-MATE at 64.



FIRST VARIATION.

BEGINNING AT THE FOURTH MOVE.

4. *W.* Rook at 55.
B. King at 48.
5. *W.* Rook at 63.
B. Rook at 49.
6. *W.* Rook at 23.
B. Rook gives check at 54.
7. *W.* Bishop covers the check at 46.
B. King at 56.
8. *W.* Rook gives check at 24.
B. King at 63.
9. *W.* Rook gives CHECK-MATE at 64.



SEQUEL OF THE FIRST VARIATION,

founded on the supposition that your adversary does not at the 6th move give you check with his rook.

6. *W.* Rook at 23.
B. King at 56.
7. *W.* Rook gives check at 24.
B. King at 63.

8. *W.* Rook gives check at 64.
B. King at 54.
9. *W.* Rook gives check at 56 and takes the black rook.

SECOND VARIATION.

BEGINNING AT THE FIFTH MOVE.

5. *W.* Bishop at 51,
B. Rook at 43.
6. *W.* Bishop at 30,
B. Rook gives check at 35.
7. *W.* Bishop covers the check at 37,
B. Rook at 43.
8. *W.* Rook gives check at 39,
B. King at 32.
9. *W.* Rook at 15; and the following move gives
CHECK-MATE at 16.

THIRD VARIATION.

BEGINNING AT THE SEVENTH MOVE.

7. *W.* Rook at 20,
B. King at 48.
8. *W.* Bishop at 37.
B. King at 56.
9. *W.* Rook at 60; and the following move gives
CHECK-MATE at 64.

POSITIONS OF THE PIECES

IN PHILIDOR'S UNFINISHED GAMES.

INSERTED FOR THE AMUSEMENT OF PROFICIENTS.

FIRST GAME, *page 50.*

White King at 49 : Rook 33 : Bishop 61 : Knight 44 :
Third pawn at 38 : Seventh 47 : Eighth 59.

Black King at 55 : K. Rook 48 : Q. Rook 10 : Knight 26 :
Second pawn at 15 : Third 29 : Eighth 62.

Black moves ; White wins.

SECOND BACK GAME, *page 53.*

White King at 58 : Queen 40 : Knight 29 : Seventh pawn
at 46 : Eighth 59.

Black King at 38 : Rook 53 : Knight 36 : Second pawn at
15 : Eighth 62.

Black moves ; White wins.

SECOND GAME, *page 59.*

White King at 57 : Queen 28 : Rook 1 : Q. Bishop 14 :
K. Knight 13 : Q. Knight 18 : First pawn at 4 : Third 19 :
Fifth 38 : Sixth 45 : Seventh 52 : Eighth 59.

Black King at 40 : Queen 48 : K. Rook 64 : Q. Rook 8 :
K. Bishop 30 : Q. Bishop 56 : First pawn at 5 : Second 20 :
Fourth 29 : Sixth 46 : Seventh 54 : Eighth 60.

Black moves ; White wins.

FIRST BACK GAME, *page 61.*

White King at 9 : K. Knight 28 : Q. Knight 30 : K. Rook 35 :
Q. Rook 25 : Second pawn at 10 : Third 18 : Sixth 42 :
Seventh 50 : Eighth 60.

Black King at 24 : K. Bishop 48 : K. Rook 62 : Q. Rook 40 :
Q. Knight 12 : First pawn at 7 ; Second 15 : Sixth 46 :
Seventh 55 : Eighth 61.

Black King in check ; White wins.

SECOND BACK GAME, *page 62.*

White King at 49 : Queen 42 : K. Rook 41 : Q. Rook 1 :
Q. Bishop 35 : K. Knight 43 : Q. Knight 26 : First pawn
at 13 : Third 20 : Fifth 37 : Sixth 44 : Seventh 50 ;
Eighth 58.

Black King at 40 ; Queen 32 ; K. Rook 64 ; Q. Rook 16 ;
K. Bishop 12 ; K. Knight 56 ; Q. Knight 14 ; First pawn
at 7 ; Third 11 ; Fourth 27 ; Sixth 47 ; Seventh 55 ;
Eighth 63.

Black moves ; White wins.

THIRD BACK GAME, *page 63.*

White King at 57 : Queen 14 : Rook 9 : K. Bishop 13 : Q.
Bishop 30 : Q. Knight 18 : First pawn at 4 : Third 19 :
Fifth 37 : Sixth 44 : Seventh 52 : Eighth 59.

Black King at 32 : Queen 24 : K. Rook 64 : Q. Rook 8 :
Bishop 38 : Knight 22 : First pawn at 5 : Second 20 :
Fourth 29 : Sixth 46 : Seventh 54 : Eighth 60.

Black moves ; White wins.

THIRD GAME, *page 70.*

White King at 9 : K. Rook 31 ; Q. Rook 51 : First pawn
at 2 : Second 10 : Third 19 : Eighth 60.

Black King at 56 : Rook 38 : Bishop 23 : First pawn at 7 : Second 15 : Third 20 : Fourth 37 : Seventh 55 : Eighth 63.

Black moves ; White wins.

THIRD BACK GAME, page 76.

White King at 49 : Queen 29 : K. Rook 12 : Q. Rook 1 : Bishop 35 : Knight 26 : Pawns at No. 5, 21, 28, 37, 50, 58.

Black King at 24 : Queen 39 : K. Rook 61 : Q. Rook 56 : Bishop 23 : K. Knight 40 : Q. Knight 16 : Pawns at No. 46, 52, 60.

Black moves ; White wins.

FIRST GAMBIT, page 89.

White King at 49 : K. Rook 41 : Q. Rook 1 : K. Bishop 27 : Q. Bishop 44 : Knight 53 : Second pawn at 12 : Third 19 : Fourth 28 : Fifth 36 : Seventh 50.

Black King at 40 : K. Rook 64 : Q. Rook 16 : K. Bishop 48 : Q. Bishop 15 : K. Knight 62 : Q. Knight 31 : Fourth pawn at 30 : Sixth 47.

Black moves ; White wins.

FIRST BACK GAME, page 91.

White King at 33 : Queen 44 : K. Rook 57 : Q. Rook 1 : K. Bishop 27 : Q. Bishop 26 : Knight 36 : First pawn at 2 : Second 10 : Third 18 : Fourth 28 : Eighth 60.

Black King at 40 : Queen 39 : K. Rook 63 : Q. Rook 8 : Bishop 52 : Knight 16 : First pawn at 7 : Second 15 : Third 22 : Fourth 29 : Sixth 45 : Eighth 61.

White moves ; Black wins.

THIRD BACK GAME, *page 93.*

White King at 49 : Queen 11 : K. Rook 41 : Q. Rook 1 :
K. Bishop 20 : Q. Bishop 44 : Knight 26 : First pawn at
2 : Second 10 : Third 19 : Fourth 28 : Fifth 36 :
Seventh 50 : Eighth 53.

Black King at 40 : Queen 48 : K. Rook 64 : Q. Rook 8 :
K. Bishop 55 : Q. Bishop 24 : K. Knight 56 : Q. Knight 16 :
First pawn at 7 : Second 15 : Third 23 : Fourth 30 :
Seventh 52 : Eighth 63.

Black moves ; White wins.

FOURTH BACK GAME, *page 94.*

White King at 33 ; Queen 25 ; K. Rook 57 ; Q. Rook 1 ;
K. Bishop 11 ; Q. Bishop 17 ; K. Knight 43 ; Q. Knight
at 30, *giving check* ; First pawn at 4 ; Second 10 ; Third
18 ; Fourth 28 ; Fifth 37 ; Seventh 50 ; Eighth 60.

Black King at 40 ; Queen 14 ; K. Rook 64 ; Q. Rook 8 ;
K. Bishop 55 ; Q. Bishop 6 ; K. Knight 56 ; Q. Knight 16 ;
First pawn at 5 ; Second 12 ; Third 22 ; Fourth 31 ; Fifth
44 ; Sixth 47 ; Seventh 53 ; Eighth 62.

Black moves ; White wins.

FIFTH BACK GAME, *page 95.*

White King at 33 ; Queen 11 ; K. Bishop 47, *giving check* ;
Q. Bishop 17 ; K. Knight 43 ; Q. Knight 9 ; Q. Rook 1 ;
First pawn at 2 ; Second 10 ; Third 19 ; Fourth 28 :
Fifth 36 ; Seventh 50.

Black King at 40 ; Queen 32 ; K. Bishop 55 ; K. Knight 56 ;
Q. Knight 16 ; K. Rook 61 ; Q. Rook 8 ; First pawn at 7 ;
Second 15 ; Third 23 ; Fourth 30 ; Fifth 44 ; Eighth 53.

Black moves ; White wins.

SIXTH BACK GAME, *page* 95.

White King at 49 ; K. Rook 41 ; Q. Rook 1 ; Queen 11 ;
K. Bishop 54 ; Q. Bishop 30 ; Q. Knight 9 ; First pawn
at 2 ; Second 10 ; Third 19 ; Fourth 28 ; Fifth 36 ;
Seventh 50.

Black King at 48, in check ; Queen 60 ; K. Bishop 55 ;
Q. Bishop 24 ; K. Knight 39 ; Q. Knight 31 ; K. Rook 64 ;
Q. Rook 8 ; First pawn at 7 ; Second 15 ; Third 22.

Black moves ; White wins.

SECOND GAMBIT, *page* 99.

White King at 53 : K. Rook 14 : Q. Rook 33 : Bishop 11 :
Knight 61 : First pawn at 2 : Second 10 ; Third 19 :
Seventh 50 ; Eighth 60.

Black King at 56 : K. Rook 64 : Q. Rook 32 : Knight 29 :
First pawn at 5 : Second 13 ; Third 22 ; Seventh 52.

Black moves ; White wins.

FIRST BACK GAME, *page* 100.

White King at 41 : Queen 25 : K. Rook 57 : Q. Rook 1 :
Q. Bishop 17 : K. Knight 37, checking king and queen :
Q. Knight 34 : First pawn at 2 : Second 10 : Third 18 :
Fourth 28 : Fifth 37 : Seventh 50 : Eighth 59.

Black King at 47 : Queen 54 : K. Bishop 14 ; Fifth pawn
at 44 ; all the rest of the pieces on their own squares, ex-
cept the sixth pawn, removed from the board.

Black moves ; White wins.

THIRD BACK GAME, *page 107.*

White King at 42 : K. Rook 55 : Q. Rook 49 : Bishop 11 :
Knight 29 : Pawns at No. 2, 10, 36, 43, 60.

Black King at 40 : K. Rook 64 : Q. Rook 32 : K. Knight 48 :
Q. Knight 22 : Pawns at 7, 15, 23, 30, 44, 62.

Black moves ; White wins.

FOURTH BACK GAME, *page 108.*

White King at 42 : K. Rook 61 ; Q. Rook 62 : Knight 3 ;
Pawns at 2, 10, 19, 28, 36, 45.

Black King at 15 ; K. Rook 64 ; Q. Rook 31 ; Bishop 32 :
Pawns at 7, 14, 22, 30, 46, 63.

Black moves : White wins.

THIRD GAMBIT, *page 112.*

White King at 49 : Queen 62 ; Rook 1 : Bishop 27 :
First pawn at 2 ; Second 10 ; Third 20 ; Fourth 37 ;
Seventh 50 : Eighth 58.

Black King at 64, in check : Queen 31 : K. Rook 48 :
Q. Rook 32 : Bishop 38 : First pawn at 7 : Second 15 :
Third 22.

Black moves ; White wins.

SECOND BACK GAME, *page 118.*

White King at 51 : Queen 62 : K. Bishop 27 : Q. Bishop 44 :
K. Rook 57 : Q. Rook 25 : First pawn at 2 : Second 10 :
Third 20 : Seventh 46 : Eighth 59.

Black King at 56 : Queen 28 : Bishop 38 : K. Rook 48 :
Q. Rook 8 : Knight 37 : First pawn at 7 : Second 15 :
Third 22 : Sixth 47 : Seventh 54 : Eighth 63.

Black moves ; White wins.

THIRD BACK GAME, *page* 120.

White King at 57 : Queen 6 : K. Bishop 34 : Q. Bishop 35 :
Rook 9 : First pawn at 2 : Third 20 : Fourth 30 :
Seventh 43 : Eighth 58.

Black King at 16 ; Queen 48 ; Knight 31 : K. Rook 64 ;
Q. Rook 21 ; Second pawn at 15 : Sixth 47 : Seventh 55 :
Eighth 63.

Black moves ; White wins.

SECOND BACK GAME OF THE FOURTH GAMBIT.

page 131.

White King at 59 : Bishop 42 : Knight 52 : First pawn
at 4 ; Second 13.

Black King at 43 : Knight 28 : First pawn at 7 ; Second 15 :
Third 29 : Sixth 34 : Seventh 53 : Eighth 60.

White moves ; Black wins.

OBSERVATION ON THE FOURTH GAMBIT, *p.* 132.

White King at 41 : Queen 25 : K. Bishop 20 : Q. Bishop 44 :
K. Knight 43 : Q. Knight 36 : K. Rook 57 : Q. Rook 1 :
First pawn at 2 : Second 10 : Third 18 : Fourth 37 :
Seventh 50 : Eighth 58.

Black King at 40 : Queen 39 : K. Bishop 60 : Q. Bishop 52 :
K. Knight 56 : Q. Knight 16 : K. Rook 64 : Q. Rook 8 :
First pawn at 7 : Second 15 : Third 22 : Sixth 47 ;
Seventh 55 ; Eighth 63.

Black moves ; White wins.

QUEEN'S GAMBIT, *page* 139.

White King at 22 : Rook 58.

Black King at 52 : Rook 15 : Pawn at 59.

White moves ; drawn game.

.....

FIRST BACK GAME, *page 142.*

White King at 44 ; K. Rook 64 ; Q. Rook 33 ; First pawn at 2 ; Second 10 ; Eighth 59.

Black King at 29 : K. Bishop 21 : Q. Bishop 43 : First pawn at 7 : Second 20 : Fifth 26 : Sixth 52 ; Eighth 62.

White moves ; Black wins.

SECOND BACK GAME, *page 145.*

White King at 43 ; Knight 19 ; Rook 7 ; Fourth pawn at 28 ; Fifth 37 : Sixth 44 : Seventh 50 : Eighth 58.

Black King at 38 : Knight 14 : Rook 32 : Fifth pawn at 29 ; Sixth 45 : Seventh 54 : Eighth 63.

Black moves ; White wins.

FOURTH BACK GAME, *page 149.*

White King at 18 ; Queen 27 ; K. Bishop 20 ; Q. Bishop 17 ; Knight 19 ; K. Rook 57 ; Q. Rook 1 ; First pawn at 2 ; Second 10 ; Fourth 29 ; Sixth 36 ; Eighth 58.

Black King at 40 ; Queen 33 ; K. Bishop 49 ; Q. Bishop 52 ; K. Knight 50 ; Q. Knight 16 ; K. Rook 64 ; Q. Rook 8 ; First pawn at 7 ; Second 15 ; Third 23 ; Fifth 37 ; Seventh 55 ; Eighth 63.

White moves ; Black wins.

FIFTH BACK GAME, *page 152.*

White King at 23 : Rook 55 : Pawn at 30.

Black King at 40 : Rook 62 : Pawn at 52.

Black moves ; White wins.

SIXTH BACK GAME, *page 153.*

White King at 26 : Queen 33 : K. Bishop 34 : Q. Bishop 17 :
 Rook 1 : First pawn at 2 : Second 10 : Fourth 29 :
 Seventh 50.

Black King at 56 : Queen 51 : Bishop 52 : Knight 31 :
 Rook 42 : First pawn at 7 : Second 15 : Third 23 :
 Fourth 20 : Fifth 37 : Seventh 55 : Eighth 63.

White moves ; Black wins.

THE FOLLOWING ACCOUNT OF A GAME AT CHESS, IS GIVEN
 IN THE MONTHLY MAGAZINE, MAY 1800.

“ Two Persians had engaged in such deep play, that the whole fortune of one of them had been gained by his opponent. The player of the white pieces was the ruined man, and made desperate by his loss, he offered his favourite wife, as his last stake. The white has the move, otherwise he would be immediately check-mated. The lady, who had observed the progress of the game, from a window above, cried out to her husband, in a voice of despair, to “ sacrifice his castle, and save his wife.” The situation of the game being ingeniously constructed, may afford some amusement to chess-players, and is therefore subjoined.”

White...King at 60 ; Bishop at 36 ; Rook at 2 ; Pawn No. 2
 at 14 ; No. 3 at 22.

Black...King at 16 ; Queen at 55 ; K. Rook at 56 ; Q. Rook
 at 10.

White moves, and sacrifices his rook, by giving check at No. 8 ; then advancing his pawn No. 3 to the 23d square, discovers the bishop's CHECK-MATE.

GAMES

PLAYED

WITHOUT SEEING THE BOARD.

The following account appeared in the London Newspapers the 9th of May, 1783.

“Yesterday, at the Chess-Club in St. James’s street, Mr. PHILIDOR performed one of those wonderful exhibitions for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count BRUHL, Mr. BOWDLER, and Mr. MASERES. To those who understand Chess, this exertion of Mr. PHILIDOR’s abilities will appear one of the greatest of which the human memory is capable. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. PHILIDOR sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then, by his direction, plays his pieces.”

In the triple party above-mentioned, Mr. PHILIDOR gave the move to Count BRUHL, and Mr. BOWDLER, and the advantage of a pawn and the move, to Mr. MASERES. The moves of each party were played alternately.

COUNT BRUHL'S PARTY.

1. *White.* Fifth pawn at No. 36.
Black. Fifth pawn at 37.
2. *W.* K. Bishop at 20.
B. Third pawn at 22.
3. *W.* Queen at 34.
B. Fourth pawn at 30.
4. *W.* Third pawn at 19.
B. Sixth pawn at 45.
5. *W.* Fourth pawn at 27.
B. K. Knight at 46.
6. *W.* Fifth pawn takes the pawn at 45.
B. Q. Bishop takes the pawn at 45.
7. *W.* Fourth pawn at 28.
B. Fifth pawn at 36.
8. *W.* Q. Bishop at 53.
B. Fourth pawn at 29.
9. *W.* K. Bishop at 11.
B. K. Bishop at 30.
10. *W.* Q. Knight at 26.
B. Q. Knight at 31.
11. *W.* Eighth pawn at 59.
B. Eighth pawn at 62.
12. *W.* Q. Bishop at 35.
B. Queen at 39.

.....

13. *W.* Sixth pawn at 44.
B. Eighth pawn at 61.
14. *W.* Third pawn at 20.
B. First pawn at 6.
15. *W.* Third pawn takes the pawn at 29.
B. Third pawn takes the pawn at 29.
16. *W.* Queen at 42.
B. King castles at 56. Rook at 48.
17. *W.* K. Knight at 34.
B. Second pawn at 13.
18. *W.* King castles at 49. Rook at 41.
B. Q. Knight at 14.
19. *W.* K. Knight at 51.
B. Seventh pawn at 54.
20. *W.* Q. Rook at 17.
B. Q. Knight at 20.
21. *W.* K. Knight takes the bishop at 45.
B. Seventh pawn takes the knight at 45.
22. *W.* Queen gives check at 51.
B. Queen covers the check at 55.
23. *W.* Queen takes the queen at 55.
B. King takes the queen at 55.
24. *W.* K. Bishop takes the knight at 20.
B. Second pawn takes the bishop at 20.
25. *W.* Seventh pawn at 51.
B. Q. Rook at 16.

26. *W.* Second pawn at 11.
B. K. Bishop at 3.
27. *W.* Q. Rook at 18.
B. Second pawn takes the pawn at 11.
28. *W.* First pawn takes the pawn at 11.
B. K. Rook at 24.
29. *W.* Q. Rook takes the rook at 24.
B. Q. Rook takes the rook at 24.
30. *W.* Rook at 1.
B. Bishop at 12.
31. *W.* Rook takes the pawn at 6.
B. Rook at 19.
32. *W.* King at 42.
B. Rook at 27.
33. *W.* Rook at 2.
B. Bishop takes the knight at 26.
34. *W.* Rook takes the bishop at 26.
B. Rook takes the pawn at 11.
35. *W.* Rook at 18.
B. Eighth pawn at 60.
36. *W.* Rook gives check at 23.
B. King at 54.
37. *W.* Seventh pawn takes the pawn at 60.
B. Knight at 61.

.....

38. *W.* Rook at 31.
B. Knight takes the pawn at 44.
39. *W.* Bishop takes the knight at 44.
B. Rook gives check at 43.
40. *W.* King at 50.
B. Rook takes the bishop at 44.
41. *W.* Rook takes the pawn at 29.
B. Rook at 43.
42. *W.* Rook at 32.
B. Rook at 27.
43. *W.* Fourth pawn at 29.
B. Seventh pawn at 44.
44. *W.* Fourth pawn at 30.
B. Rook gives check at 26.
45. *W.* King at 41.
B. King at 47.
46. *W.* Seventh pawn at 61.
B. Fifth pawn at 35.
47. *W.* Seventh pawn at 62.
B. Seventh pawn at 43, and wins the game.

MR. BOWDLER'S PARTY.

1. *White.* Fifth pawn at 36.
Black. Third pawn at 21.
2. *W.* K. Bishop at 20.
B. Fifth pawn at 38.
3. *W.* Queen at 34.
B. Q. Knight at 22.
4. *W.* Third pawn at 19.
B. First pawn at 6.
5. *W.* First pawn at 4.
B. Second pawn at 14.
6. *W.* Sixth pawn at 44.
B. Fourth pawn at 30.
7. *W.* K. Knight at 43.
B. K. Knight at 39.
8. *W.* K. Bishop at 2.
B. Seventh pawn at 54.
9. *W.* Fourth pawn at 27.
B. K. Bishop at 55.
10. *W.* Q. Bishop at 35.
B. Fourth pawn at 29.
11. *W.* Q. Knight at 26.
B. King castles at 56. Rook at 48.
12. *W.* King castles at 49. Rook at 41.
B. Sixth pawn at 45.

.....

13. *W.* Fifth pawn at 37.
B. Eighth pawn at 62.
14. *W.* Fourth pawn at 28.
B. Third pawn at 20.
15. *W.* Second pawn at 12.
B. Second pawn at 13.
16. *W.* K. Bishop at 9.
B. Q. Bishop at 31.
17. *W.* K. Bishop at 18.
B. Queen at 23.
18. *W.* Eighth pawn at 59.
B. King at 63.
19. *W.* King at 58.
B. Q. Knight at 7.
20. *W.* Seventh pawn at 52.
B. Second pawn takes the pawn at 4.
21. *W.* K. Bishop takes the pawn at 4.
B. Q. Knight at 13.
22. *W.* K. Bishop takes the knight at 13.
B. Q. Bishop takes the bishop at 13.
23. *W.* K. Rook at 49.
B. K. Rook at 56.
24. *W.* K. Rook at 51.
B. First pawn at 5.
25. *W.* Second pawn takes the pawn at 5.
B. Q. Rook takes the pawn at 5.

26. *W.* K. Rook at 49.
B. K. Rook at 8.
27. *W.* Q. Rook takes the rook at 5.
B. Queen takes the rook at 5.
28. *W.* Rook at 17.
B. Queen at 3.
29. *W.* Q. Knight at 41.
B. Queen at 11.
30. *W.* Queen at 25.
B. Rook gives check at 2.
31. *W.* Bishop covers the check at 26.
B. Queen takes the queen at 25.
32. *W.* Rook takes the queen at 25.
B. Bishop at 4.
33. *W.* Rook at 9.
B. Q. Bishop at 11.
34. *W.* King at 51.
B. Knight at 22.
35. *W.* Q. Knight at 35.
B. K. Bishop at 48.
36. *W.* Q. Bishop at 17.
B. K. Bishop at 3.
37. *W.* Eighth pawn at 60.
B. Bishop takes the bishop at 17.
38. *W.* Rook takes the bishop at 17.
B. Knight at 39.

.....

39. *W.* Eighth pawn at 61.
B. Rook at 34.
40. *W.* Rook at 33.
B. Rook takes the rook at 33.
41. *W.* K. Knight takes the rook at 33.
B. Sixth pawn takes the pawn at 52.
42. *W.* King takes the pawn at 52.
B. Knight at 45.
43. *W.* Knight takes the knight at 45.
B. Seventh pawn takes the knight at 45, giving check.
44. *W.* King at 51.
B. Bishop at 25.
45. *W.* Knight at 43.
B. Bishop takes the knight at 43.
46. *W.* King takes the bishop at 43.
B. King at 54.
47. *W.* King at 35,
B. King at 47.
48. *W.* King at 27,
B. King at 39.
49. *W.* King at 18.
B. King at 31.
50. *W.* King at 10.
B. King at 22.
51. *W.* King at 3.
B. King at 13, makes a drawn game.

MR. MASERES' PARTY.

HE RECEIVED THE PAWN NO. 6 AND THE MOVE.

1. *White.* Fifth pawn at 36.
Black. K. Knight at 62.
2. *W.* Fourth pawn at 28.
B. K. Knight at 47.
3. *W.* K. Bishop at 27.
B. Fifth pawn at 38.
4. *W.* K. Knight at 43.
B. Fourth pawn at 29.
5. *W.* Fifth pawn at 37.
B. Third pawn at 21.
6. *W.* Third pawn at 19.
B. Q. Knight at 22.
7. *W.* Q. Bishop at 35.
B. Second pawn at 14.
8. *W.* K. Bishop at 13.
B. Q. Bishop at 31.
9. *W.* First pawn at 4.
B. First pawn at 6.
10. *W.* K. Bishop at 27.
B. Seventh pawn at 54.
11. *W.* King castles at 49. Rook at 41.
B. Queen at 23.

.....

12. *W.* Queen at 34.
B. Third pawn at 20.
13. *W.* K. Bishop at 18.
B. Q. Rook at 16.
14. *W.* Q. Knight at 3.
B. K. Bishop at 39.
15. *W.* Eighth pawn at 59.
B. King castles at 56. Rook at 48.
16. *W.* K. Knight at 58.
B. Second pawn at 13.
17. *W.* First pawn takes the pawn at 13.
B. First pawn takes the pawn at 13.
18. *W.* Queen at 52.
B. King at 55.
19. *W.* Sixth pawn at 44.
B. K. Knight at 62.
20. *W.* Queen at 51.
B. K. Knight at 45.
21. *W.* K. Bishop takes the knight at 45.
B. K. Rook takes the bishop at 45.
22. *W.* Queen at 43.
B. First pawn at 12.
23. *W.* Third pawn takes the pawn at 12.
B. Knight takes the pawn at 12.

24. *W.* Seventh pawn at 52.
B. K. Rook at 48.
25. *W.* Queen at 50.
B. Knight at 27.
26. *W.* Q. Bishop at 17.
B. Queen at 14.
27. *W.* Q. Knight at 18.
B. Knight takes the bishop at 17.
28. *W.* Q. Rook takes the knight at 17.
B. Queen takes the pawn at 10.
29. *W.* Q. Knight at 35.
B. Queen takes the queen at 50, giving check.
30. *W.* King takes the queen at 50.
B. Q. Rook at 11.
31. *W.* K. Rook at 43.
B. Q. Rook at 27.
32. *W.* Q. Rook at 25.
B. Q. Bishop at 4.
33. *W.* Q. Rook takes the rook at 27.
B. Third pawn takes the rook at 27.
34. *W.* K. Knight at 41.
B. K. Bishop at 12.
35. *W.* Rook at 42.
B. K. Bishop at 19.

.....

36. *W.* Rook at 2.
B. Q. Bishop at 11.
37. *W.* Rook at 42.
B. K. Bishop takes the pawn at 28.
38. *W.* Rook at 26.
B. Rook takes the pawn at 44.
39. *W.* Rook takes the pawn at 27.
B. Q. Bishop at 20.
40. *W.* Knight takes the bishop at 20.
B. Fourth pawn takes the knight at 20.
41. *W.* Rook at 43.
B. Rook takes the rook at 43.
42. *W.* King takes the rook at 43.
B. Bishop takes the pawn at 37.
43. *W.* King at 36.
B. Bishop at 46.
44. *W.* Knight at 35.
B. Fourth pawn at 19.
45. *W.* King at 27.
B. King at 47.
46. *W.* Knight at 25.
B. King at 39.
47. *W.* Knight takes the pawn at 19.
B. Bishop takes the knight at 19.

48. *W.* King takes the bishop at 19.
B. King at 30.
49. *W.* King at 28.
B. Fifth pawn at 37, giving check.
50. *W.* King at 36.
B. King at 38.
51. *W.* Eighth pawn at 60.
B. Eighth pawn at 62.
52. *W.* King at 35.
B. King at 29.
53. *W.* King at 27.
B. Fifth pawn at 36, giving check.
54. *W.* King at 35.
B. King at 37.
55. *W.* Seventh pawn at 53.
B. Eighth pawn at 61.
56. *W.* King at 34.
B. King at 44.
57. *W.* King at 42.
B. King at 52.
58. *W.* King at 35.
B. King takes the pawn at 60.
59. *W.* King takes the pawn at 36.
B. King takes the pawn at 53, and wins the game.

ANOTHER MATCH,

Played at the CHESS-CLUB, May 10, 1788, against Count BRUHL; Mr. NOWELL, and Mr. LEYCESTER. Mr. Nowell and Mr. Leycester received the odds of a pawn and the move, and Count Bruhl only the move.

COUNT BRUHL's SECOND PARTY.

1. *White.* Fifth pawn at 36.
Black. Fifth pawn at 37.
2. *W.* Sixth pawn at 44.
B. Fifth pawn takes the pawn at 44.
3. *W.* K. Knight at 43.
B. Seventh pawn at 53,
4. *W.* K. Bishop at 20.
B. K. Bishop at 55,
5. *W.* Eighth pawn at 60.
B. Eighth pawn at 62.
6. *W.* Eighth pawn takes the pawn at 53,
B. Eighth pawn takes the pawn at 53,
7. *W.* K. Rook takes the rook at 64.
B. K. Bishop takes the rook at 64.
8. *W.* Fourth pawn at 28.
B. Eighth pawn at 52.

9. *W.* Q. Bishop takes the pawn at 44.
B. Eighth pawn takes the knight at 43.
10. *W.* Queen takes the pawn at 43.
B. Queen at 39.
11. *W.* Third pawn at 19.
B. K. Knight at 46.
12. *W.* Knight at 26.
B. Fourth pawn at 29.
13. *W.* K. Bishop at 27.
B. Fourth pawn takes the pawn at 36.
14. *W.* Knight takes the pawn at 36.
B. K. Knight takes the knight at 36.
15. *W.* Queen takes the knight at 36.
B. Queen takes the queen at 36.
16. *W.* K. Bishop takes the queen at 36.
B. Third pawn at 22.
17. *W.* King at 26.
B. Q. Bishop at 38.
18. *W.* Second pawn at 11.
B. Knight at 31.
19. *W.* Rook at 57.
B. K. Bishop at 46.
20. *W.* King at 18.
B. King castles at 16. Rook at 24.

.....

21. *W.* Q. Bishop at 30.
B. Knight at 14.
22. *W.* Q. Bishop at 21.
B. King at 23.
23. *W.* Rook at 63.
B. Rook at 64.
24. *W.* Third pawn at 29.
B. Rook takes the rook at 63.
25. *W.* K. Bishop takes the rook at 63.
B. Knight at 31.
26. *W.* King at 27.
B. Knight takes the bishop at 21.
27. *W.* Fourth pawn takes the knight at 21.
B. K. Bishop at 39.
28. *W.* Second pawn at 12.
B. First pawn at 6.
29. *W.* First pawn at 3.
B. Sixth pawn at 45.
30. *W.* Bishop at 54.
B. King at 31.
31. *W.* Bishop at 61.
B. K. Bishop at 53.
32. *W.* Bishop at 25.
B. K. Bishop at 17.

33. *W.* Bishop at 4.
B. K. Bishop takes the pawn at 3.
34. *W.* King at 19.
B. K. Bishop at 17.
35. *W.* Bishop at 25.
B. K. Bishop at 44.
36. *W.* King at 28.
B. King at 39.
37. *W.* Second pawn at 13.
B. King at 46.
38. *W.* Bishop at 43.
B. Q. Bishop at 31.
39. *W.* Second pawn at 14.
B. K. Bishop at 53.
40. *W.* Bishop at 25.
B. K. Bishop at 60.
41. *W.* King at 35.
B. King at 37.
42. *W.* Bishop at 43.
B. K. Bishop at 39.
43. *W.* King at 27.
B. K. Bishop takes the pawn at 21.
44. *W.* King at 19.
B. K. Bishop takes the pawn at 14.
45. *W.* King at 11.
B. King at 28, and wins the game.

MR. NOWELL'S PARTY.

HE RECEIVED THE PAWN NO. 6 AND THE MOVE.

1. *White.* Fifth pawn at 36.
Black. K. Knight at 62.
2. *W.* K. Bishop at 20.
B. Fifth pawn at 38.
3. *W.* Fourth pawn at 27.
B. K. Knight at 47.
4. *W.* Sixth pawn at 44.
B. Fourth pawn at 29.
5. *W.* K. Bishop at 11.
B. K. Bishop at 21.
6. *W.* K. Knight at 43.
B. King castles at 56. Rook at 46.
7. *W.* Fifth pawn at 37.
B. Third pawn at 22.
8. *W.* Fourth pawn at 28.
B. K. Bishop at 14.
9. *W.* First pawn at 3.
B. Queen at 39.
10. *W.* King castles at 49. Rook at 41.
B. Third pawn at 21.
11. *W.* Third pawn at 19.
B. Q. Knight at 22.

12. *W.* Q. Bishop at 35.
B. Q. Bishop at 31.
13. *W.* Queen at 34.
B. Seventh pawn at 54.
14. *W.* K. Bishop at 18.
B. K. Knight at 62.
15. *W.* Q. Knight at 26.
B. K. Knight at 45.
16. *W.* K. Rook at 42.
B. K. Knight takes the bishop at 35.
17. *W.* Queen takes the knight at 35.
B. Q. Rook at 24.
18. *W.* Q. Knight at 11.
B. Third pawn takes the pawn at 28.
19. *W.* Q. Knight takes the pawn at 28.
B. Knight takes the knight at 28.
20. *W.* Knight takes the knight at 28.
B. Q. Rook at 20.
21. *W.* Q. Rook at 25.
B. Q. Rook at 24.
22. *W.* Eighth pawn at 59.
B. K. Rook at 47.
23. *W.* King at 58.
B. Q. Rook at 48.

.....

24. *W.* Queen at 51.
B. K. Bishop at 32.
25. *W.* Q. Rook at 41.
B. Second pawn at 13.
26. *W.* Queen at 35.
B. First pawn at 25.
27. *W.* K. Rook at 43.
B. K. Rook at 55.
28. *W.* Queen at 26.
B. K. Bishop at 23.
29. *W.* K. Bishop at 27.
B. Q. Rook at 16.
30. *W.* King at 57.
B. Seventh pawn at 53.
31. *W.* K. Rook at 51.
B. Seventh pawn takes the pawn at 44.
32. *W.* Rook takes the rook at 55, giving check.
B. Queen takes the rook at 55.
33. *W.* Rook takes the pawn at 44.
B. Queen takes the pawn at 37.
34. *W.* Rook gives check at 52.
B. King at 64.
35. *W.* Knight at 43.
B. Queen at 46.

36. *W.* Rook at 60.
B. King at 56.
37. *W.* Bishop takes the pawn at 63, giving check.
B. King at 55.
38. *W.* K. Bishop at 27.
B. Rook at 64.
39. *W.* Rook gives check at 52.
B. King at 48.
40. *W.* Queen at 35.
B. King at 40.
41. *W.* Rook at 54.
B. Queen at 44.
42. *W.* Queen at 21.
B. King at 32.
43. *W.* Rook at 55.
B. Queen at 30.
44. *W.* Queen at 35.
B. Rook at 48.
45. *W.* Queen gives check at 53.
B. King at 24.
46. *W.* Queen at 26.
B. Fifth pawn at 37.
47. *W.* Rook at 54.
B. Q. Bishop at 38.

.....

48. *W.* Queen at 62,
B. Rook at 40,
49. *W.* Bishop takes the pawn at 13,
B. Rook at 39.
50. *W.* Queen gives check at 64,
B. King at 15.
51. *W.* Rook at 53,
B. Fifth pawn at 36,
52. *W.* Knight at 37.
B. King at 14,
53. *W.* First pawn at 4.
B. Fifth pawn at 35,
54. *W.* K. Knight at 43.
B. Q. Bishop at 31,
55. *W.* Queen gives check at 28.
B. Queen at 21.
56. *W.* Queen takes the queen at 21,
B. King takes the queen at 21.
57. *W.* Bishop takes the bishop at 31,
B. First pawn at 34.
58. *W.* Knight at 33,
B. Rook takes the bishop at 31.
59. *W.* King at 49,
B. Rook at 47.
60. *W.* Knight at 43,
B. Rook takes the knight, and wins the game.

MR. LEYCESTER'S PARTY.

HE RECEIVED THE PAWN NO. 6 AND THE MOVE.

1. *White.* Fifth pawn at 36.
Black. Third pawn at 21.
2. *W.* Queen gives check at 61.
B. Seventh pawn at 54.
3. *W.* Queen takes the pawn at 21.
B. Q. Knight at 22.
4. *W.* Third pawn at 19.
B. Fifth pawn at 37.
5. *W.* Queen at 35.
B. K. Knight at 46.
6. *W.* Eighth pawn at 59.
B. Fourth pawn at 29.
7. *W.* Fifth pawn takes the pawn at 29.
B. K. Knight takes the pawn at 29.
8. *W.* Queen at 34.
B. K. Knight at 44.
9. *W.* Queen at 43.
B. K. Bishop at 62.
10. *W.* K. Bishop at 13.
B. King castles at 56. Rook at 48.
11. *W.* Queen at 36.
B. Q. Bishop at 45.
12. *W.* Queen gives check at 20.
B. King at 64.

.....

13. *W.* Queen at 41.
B. Q. Bishop at 27.
14. *W.* K. Bishop takes the bishop at 27.
B. K. Knight takes the bishop at 27, and gives check.
15. *W.* King at 34.
B. K. Rook takes the pawn at 42, giving check.
16. *W.* Queen takes the rook at 42.
B. K. Knight takes the queen at 42.
17. *W.* King takes the knight at 42.
B. Queen at 27.
18. *W.* K. Knight at 34.
B. Rook gives check at 48.
19. *W.* King at 33.
B. Fifth pawn at 36.
20. *W.* K. Rook at 41.
B. Rook takes the rook at 41.
21. *W.* King takes the rook at 41.
B. Queen at 18.
22. *W.* King at 33.
B. Knight at 37.
23. *W.* Q. Knight at 3.
B. Knight gives check at 27.
24. *W.* King at 41.
B. Queen gives CHECK-MATE at 25.

THIRD MATCH.

CHess-CLUB, Saturday, March 13, 1790.

Mr. Philidor played Three Games at once; two without seeing the boards, and the third on looking over the table. His opponents were the Hon. H. S. Conway, Mr. Sheldon, and Capt. Smith. The game in which Mr. Philidor saw the pieces was played with Mr. Conway. Each of his adversaries was allowed the first move.

HON. H. S. CONWAY'S PARTY.

1. *Black.* Fifth pawn at 37.

White. Fifth pawn at 36.

2. *B.* K. Bishop at 21.

W. Third pawn at 19.

3. *B.* Q. Knight at 22.

W. K. Bishop at 27.

4. *B.* Fourth pawn at 30.

W. K. Bishop at 18.

5. *B.* Queen at 46.

W. Queen at 34.

6. *B.* Q. Bishop at 52.

W. K. Knight at 43.

7. *B.* K. Knight at 39.

W. Fourth pawn at 27.

.....

8. *B.* Eighth pawn at 62.
W. Q. Bishop at 35.
9. *B.* K. Bishop at 14.
W. Second pawn at 12.
10. *B.* King castles at 24. Rook at 32.
W. Eighth pawn at 59.
11. *B.* Q. Bishop takes the knight at 43.
W. Queen takes the bishop at 43.
12. *B.* Queen takes the queen at 43.
W. Seventh pawn takes the queen at 43.
13. *B.* Fourth pawn at 29.
W. First pawn at 4.
14. *B.* Sixth pawn at 45.
W. Fifth pawn takes the pawn at 29.
15. *B.* Rook takes the pawn at 29.
W. First pawn at 5.
16. *B.* K. Bishop takes the bishop at 35.
W. Sixth pawn takes the bishop at 35.
17. *B.* K. Rook at 32.
W. King at 34.
18. *B.* K. Knight at 56.
W. Q. Knight at 26.
19. *B.* K. Knight at 46.
W. Eighth pawn at 60.
20. *B.* Fifth pawn at 36.
W. Seventh pawn takes the pawn at 36.

21. *B.* K. Knight takes the pawn at 36.
W. Knight takes the knight at 36.
22. *B.* Sixth pawn takes the knight at 36.
W. Fourth pawn at 28.
23. *B.* K. Rook at 40.
W. Q. Rook at 41.
24. *B.* Q. Rook at 30.
W. Q. Rook at 44.
25. *B.* Second pawn at 14.
W. First pawn takes the pawn at 14.
26. *B.* First pawn takes the pawn at 14.
W. Q. Rook takes the pawn at 35.
27. *B.* K. Rook at 48.
W. Q. Rook at 52.
28. *B.* Seventh pawn at 54.
W. K. Rook at 49.
29. *B.* K. Knight at 39.
W. Sixth pawn at 36.
30. *B.* Q. Rook at 46.
W. K. Rook at 50.
31. *B.* Q. Rook at 43.
W. Bishop at 27.
32. *B.* Q. Rook at 59.
W. K. Rook at 51.
33. *B.* Rook takes the rook at 51.
W. Rook takes the rook at 51.

.....

34. *B.* Rook at 44.
W. Sixth pawn at 37.
35. *B.* Rook takes the pawn at 60.
W. Bishop takes the pawn at 54.
36. *B.* Knight takes the bishop at 54.
W. Rook takes the knight at 54.
37. *B.* King at 31.
W. King at 27.
38. *B.* Rook at 57.
W. King at 20.
39. *B.* Third pawn at 22.
W. Second pawn at 13.
40. *B.* Third pawn takes the pawn at 13.
W. King at 29.
41. *B.* Rook at 59.
W. Rook gives check at 55.
42. *B.* King at 24.
W. Sixth pawn at 38.
43. *B.* Rook takes the pawn at 19.
W. Rook gives check at 56.
44. *B.* King at 15.
W. Sixth pawn at 39.
45. *B.* Rook at 35.
W. Sixth pawn becomes a QUEEN at 40.
46. *B.* Rook takes the queen at 40.
W. Rook takes the rook, and wins the game.

MR. SHELDON'S PARTY.

1. *Black.* Fifth pawn at 37.
White. Fifth pawn at 36.
2. *B.* K. Bishop at 21.
W. Third pawn at 19.
3. *B.* K. Knight at 46.
W. Fourth pawn at 28.
4. *B.* Fifth pawn takes the pawn at 28.
W. Third pawn takes the pawn at 28.
5. *B.* K. Bishop at 14.
W. Q. Knight at 19.
6. *B.* Fourth pawn at 29.
W. Fifth pawn at 37.
7. *B.* K. Knight at 36.
W. Q. Bishop at 35.
8. *B.* King castles at 56. Rook at 48.
W. Sixth pawn at 43.
9. *B.* Knight takes the knight at 19.
W. Second pawn takes the knight at 19.
10. *B.* Sixth pawn at 46.
W. Sixth pawn at 44.
11. *B.* Q. Bishop at 38.
W. K. Knight at 43.

-
12. *B.* Q. Knight at 31.
W. K. Bishop at 27.
13. *B.* Third pawn at 21,
W. King castles at 49, Rook at 41.
14. *B.* K. Bishop at 5,
W. Queen at 18.
15. *B.* Sixth pawn at 45,
W. Knight at 53.
16. *B.* Queen at 39,
W. Knight takes the bishop at 38.
17. *B.* Queen takes the knight at 38.
W. Third pawn at 20.
18. *B.* Knight at 14,
W. Third pawn takes the pawn at 21.
19. *B.* Knight takes the pawn at 20.
W. Bishop takes the knight at 20.
20. *B.* Fourth pawn takes the bishop at 20,
W. Q. Rook at 17.
21. *B.* Fourth pawn at 19,
W. K. Rook at 25.
22. *B.* K. Rook at 32,
W. K. Rook at 30.
23. *B.* Rook takes the rook at 30,
W. Third pawn takes the rook at 30.

24. *B.* Bishop at 14.
W. Bishop takes the bishop at 14.
25. *B.* First pawn takes the bishop at 14.
W. Queen at 11.
26. *B.* King at 47.
W. Queen takes the queen at 38.
27. *B.* King takes the queen at 38.
W. Rook takes the pawn at 19.
28. *B.* Rook takes the pawn at 2.
W. Rook at 27.
29. *B.* King at 31.
W. Fifth pawn gives check at 38.
30. *B.* King takes the pawn at 38.
W. Third pawn at 31.
31. *B.* Rook at 8.
W. Third pawn makes a queen; and though forced to be exchanged for the rook, the white party wins the game.

CAPT. SMITH'S PARTY.

1. *Black.* Fifth pawn at 37.
White. Fifth pawn at 36.
2. *B.* K. Bishop at 21.
W. K. Knight at 43.
3. *B.* Fourth pawn at 30.
W. Third pawn at 19.
4. *B.* Q. Bishop at 52.
W. Eighth pawn at 59.
5. *B.* Bishop takes the knight at 43.
W. Queen takes the bishop.
6. *B.* Q. Knight at 22.
W. Second pawn at 12.
7. *B.* K. Bishop at 14.
W. First pawn at 4.
8. *B.* First pawn at 6.
W. K. Bishop at 20.
9. *B.* K. Knight at 46.
W. Fourth pawn at 27.
10. *B.* Queen at 31.
W. Q. Bishop at 35.
11. *B.* K. Bishop takes the bishop at 35.
W. Sixth pawn takes the bishop at 35.

12. *B.* King castles at 56. Rook at 48.
W. Seventh pawn at 52.
13. *B.* Eighth pawn at 62.
W. Knight at 26.
14. *B.* K. Knight at 63.
W. Eighth pawn at 60.
15. *B.* Seventh pawn at 54.
W. King at 34.
16. *B.* King at 55.
W. Fourth pawn at 28.
17. *B.* Sixth pawn at 46.
W. Knight at 41.
18. *B.* Q. Knight at 39.
W. Knight at 51.
19. *B.* Third pawn at 22.
W. Q. Rook at 49.
20. *B.* Fourth pawn at 29.
W. Bishop at 11.
21. *B.* Fourth pawn takes the pawn at 36.
W. Queen takes the pawn at 36.
22. *B.* Q. Knight at 29.
W. King at 26.
23. *B.* Q. Rook at 40.
W. Eighth pawn at 61.

24. *B.* Queen at 47.
W. Bishop at 18.
25. *B.* Q. Knight at 39.
W. Eighth pawn takes the pawn at 54.
26. *B.* Queen takes the pawn at 54.
W. Queen takes the queen.
27. *B.* Knight takes the queen at 54.
W. Knight gives check at 45.
28. *B.* King at 64.
W. K. Rook takes the pawn at 62.
29. *B.* K. Rook at 56.
W. K. Rook takes the knight at 63, giving check.
30. *B.* King takes the rook at 63.
W. Rook gives check at 57.
31. *B.* Knight at 60 covers the check.
W. Rook takes the knight, and gives check.
32. *B.* King at 54.
W. Knight at 62; discovers the bishop's check.
33. *B.* King at 53.
W. Rook at 61. CHECK-MATE.

APPENDIX.

WHATEVER may have been the origin of *chess*, the game, as it is now played, is generally considered as representing a military engagement. By an unaccountable inattention to the names of the pieces, chess-players have however permitted the use of such as are totally inapplicable. The most powerful and effective piece on the board ; the most active, and enterprising officer in each army is called a *queen*. The next in point of importance, is sometimes called a *castle*, and sometimes a *rook*. The *bishop* is entirely out of his place, in a field of battle, and the *knight* appears as a volunteer, without a regular commission. The *king* is therefore the only piece having an appropriate name. The English term *pawn* is wholly without meaning.

Such being the nominal defects of the pieces, the technical language of the game must consequently be imperfect. Without enumerating all the instances of this kind, let any one, for a moment, contemplate the absurd and incongruous image of a pawn, or soldier, having, by his courage and perseverance, obtained the privilege of being *made a queen* ;—of a king pursued and menaced by powerful enemies, having no resource but in *castling* with a *bird* ;—of this same bird, or *rook*, capturing and bearing off knights,

.....

bishops, and queens ! Notwithstanding these defects, the game of chess has justly obtained the first rank in the list of sedentary amusements ; it has engaged the attention, and been the solace of some of the greatest men of antiquity, as well as many of the greatest men of modern times.

Impressed with a strong desire to see an amusement of such antiquity, of such fascinating attractions, freed from every incumbrance, the writer of these remarks proposes in the following sketch to substitute other names more expressive of the respective powers of the pieces ; more suitable to the dignity of the game ; more descriptive of its military character ; and better adapted to our feelings as citizens of a free republic. In order to shew their operation and effect, the new names are adapted to one of Philidor's games, and respectfully submitted to the AMATEURS of CHESS.

<i>OLD NAMES.</i>	<i>NEW NAMES.</i>
King - - - - -	Governor.
Queen - - - - -	General.
King's Rook - - - - -	First Colonel.
King's Bishop - - - - -	First Major.
King's Knight - - - - -	First Captain.
Queen's Rook - - - - -	Second Colonel.
Queen's Bishop - - - - -	Second Major.
Queen's Knight - - - - -	Second Captain.
Pawn - - - - -	Pioneer.

PHILIDOR'S FIRST GAME REPEATED,

TO SHEW THE EFFECT OF THE NEW NAMES.

1. *White.* Fifth pioneer at 36.
Black. Fifth pioneer at 37.
2. *W.* First major at 20.
B. First major at 21.
3. *W.* Third pioneer at 19.
B. First captain at 46.
4. *W.* Fourth pioneer at 28. (a)
B. Fifth pioneer takes him.
5. *W.* Third pioneer takes the pioneer at 28. (b)
B. First major at 14. (c)

Notes.

(a) You advance this pioneer two squares to obstruct your adversary's first colonel in his intended attack on your sixth pioneer, and with the further view of gaining possession of the middle of the board, by advancing other pioneers to his support. This is a point of great consequence, and contributes to their strength and chance of promotion.

(b) These two pioneers (the fifth and sixth) being well situated, should remain where they are, until one of them be attacked; in this case, the attacked pioneer should move forwards. It may here be observed as a general rule, that pioneers posted in this manner in a front line, and well sustained, are a great obstruction to your adversary's officers, who might otherwise break your ranks, and become very dangerous.

(c) If this major, instead of retreating, should advance and give check at No. 12, your own major is ready to cover the check at 26; then should he take your major, he will be taken by your captain, who will also then support your pioneer at the 36th square, now unguarded. But it is not probable he will take your major, for being himself a valuable officer your adversary would be unwilling to lose him.

.....

6. *W.* Second captain at 19.
B. Governor castles at 56. Colonel at 48.
7. *W.* First captain at 34. (*d*)
B. Third pioneer at 22.
8. *W.* First major at 27. (*e*)
B. Fourth pioneer at 29.
9. *W.* Fifth pioneer at 37.
B. First captain at 40.
10. *W.* Second major at 35.
B. Sixth pioneer at 46. (*f*)
11. *W.* General at 26. (*g*)
B. Sixth pioneer takes the pioneer at 37. (*h*)

Notes.

(*d*) The captain has done wrong in coming here, for he now confines your sixth pioneer.

(*e*) To avoid the attack of his fourth pioneer, by which your fifth would be compelled to take him, and thus, by breaking the line of your centre pioneers, diminish their strength : whereas, if they can be kept together, and well supported, one of them will certainly cost your adversary an officer, or become one himself.

(*f*) To open a passage for his colonel, and this you cannot prevent, whether you take his pioneer, or not.

(*g*) This pioneer exposes himself to capture, but it would be wrong to take him, for your fifth pioneer would thereby lose his line ;...on the other hand, if his pioneer takes yours, your third will immediately supply his place, and be afterwards sustained by the sixth. These two pioneers, if well managed, will undoubtedly win the game, because your adversary cannot now separate them without the loss of an officer. Besides, your general posts himself at the 26th square, to defend your pioneer at 42, and also to be ready to take his major, if he should take yours, otherwise your sixth pioneer

12. *W.* Third pioneer takes the pioneer at 37.
B. Second major at 38. (*i*)
13. *W.* First captain at 44. (*k*)
B. General at 39.
14. *W.* Second major takes the major at 14. (*l*)
B. First pioneer takes the major.
15. *W.* Governor castles at 49. Colonel at 41. (*m*)
B. Second captain at 31.

Notes.

must have done it, and your pioneers would thus be deranged, and your game irretrievably lost.

(*h*) To facilitate the operations of his colonel.

(*i*) To protect his fourth pioneer, and with the further view of advancing his third. His major might indeed have taken yours without impeding his plan, but he chuses rather to let yours take his, by which, although his pioneers are doubled, his colonel obtains a free passage. Doubled pioneers, however, are no disadvantage, when they can easily be sustained by their comrades. This being a move of some consequence will be the subject of a back game, beginning at this 12th move, wherein his major will take yours, and it will be shewn that the variation will not affect the result of the game. The fourth, fifth, and sixth pioneers well sustained, and well managed, will infallibly decide the game in your favour.!

(*k*) Your pioneer at the 37th square being as yet in no danger, you send out this captain to dislodge, or take your adversary's major.

(*l*) As it is always dangerous to suffer your adversary's first major to command the square immediately before your own officer of the same rank, and as it is also dangerous to receive from that officer an attack of any kind, it should be an object to get him out of the field as early as possible. For this purpose, your second major should be dispatched to oppose, and take him as soon as a convenient opportunity offers, even though the capture may cost you that officer.

.....

16. *W.* Captain takes the major at 38.
B. General takes the captain.
17. *W.* Sixth pioneer at 44.
B. First captain at 23.
18. *W.* Second colonel at 33.
B. Seventh pioneer at 54. (*n*)
19. *W.* Eighth pioneer at 59. (*o*)
B. Fourth pioneer at 28.
20. *W.* Captain at 36.
B. Eighth pioneer at 62. (*p*)
21. *W.* Second pioneer at 11.
B. First pioneer at 13.
22. *W.* Seventh pioneer at 52.
B. First Captain at 29.
23. *W.* Captain at 51. (*q*)
B. First captain at 35. (*r*)

Notes.

(*m*) By casting your governor on this side, your sixth pioneer will be protected and strengthened. This pioneer will also be the best to send to the assistance of his comrade at 37 as soon as the latter shall be attacked.

(*n*) To prevent your sixth pioneer from attacking his general.

(*o*) This pioneer advances to join his comrades, in order to be ready to march forward, as soon as your attack be formed.

(*p*) To prevent your captain from breaking through his ranks, and forcing his general to retire. Had he made any other move, your pioneers would have had a clear field.

(*q*) To guard your pioneer at the 45th square, with the intention of advancing him the next move, supported by the colonel, the major, and the captain,

24. *W.* Second colonel takes the captain at 35.
B. Fourth pioneer takes the colonel.
25. *W.* General takes the pioneer at 32.
B. Second colonel takes the pioneer at 2.
26. *W.* Colonel at 33. (*s*)
B. General takes the pioneer at 11.
27. *W.* General at 36.
B. General at 38. (*t*)
28. *W.* Sixth pioneer at 45.
B. Seventh pioneer takes it.
29. *W.* Seventh pioneer takes the pioneer at 45. (*u*)
B. General at 29. (*w*)
30. *W.* General takes the general at 29.
B. Third pioneer takes the general.
31. *W.* Major takes the pioneer at 13.
B. Captain at 14.

Notes.

(*r*) ' Finding that you are advancing upon him with a powerful force, the captain throws himself into the midst of your pioneers, in order to break their line, which he will undoubtedly effect, unless you prevent it, by capturing him, although you thereby lose your colonel. λ

(*s*) To protect your pioneer at the 37th square, otherwise he will be left unguarded, when No. 6 advances.

(*t*) The general returns to prevent the total defeat just ready to take place.

(*u*) This pioneer takes his opponent at 45, otherwise your whole plan would be reduced to nothing, and you would run the risk of losing the game.

(*w*) He has no other way of averting the danger threatened by your general, and major.

.....

32. *W.* Seventh pioneer at 46. (*x*)
B. Second colonel at 10.
33. *W.* Major at 27.
B. Governor at 47.
34. *W.* Major at 45.
B. Captain at 20.
35. *W.* Captain at 61.
B. Colonel gives check at 56.
36. *W.* Major covers the check at 52.
B. Captain at 26.
37. *W.* Third pioneer gives check at 38.
B. Governor removes to 54. (*y*)
38. *W.* Seventh pioneer at 47.
B. Colonel at 46.
39. *W.* Captain gives check at 44.
B. Governor at 55.
40. *W.* Major at 61.
B. Loses the game; for as soon as the white pioneer reaches the line of promotion he will be rewarded with a general's commission.

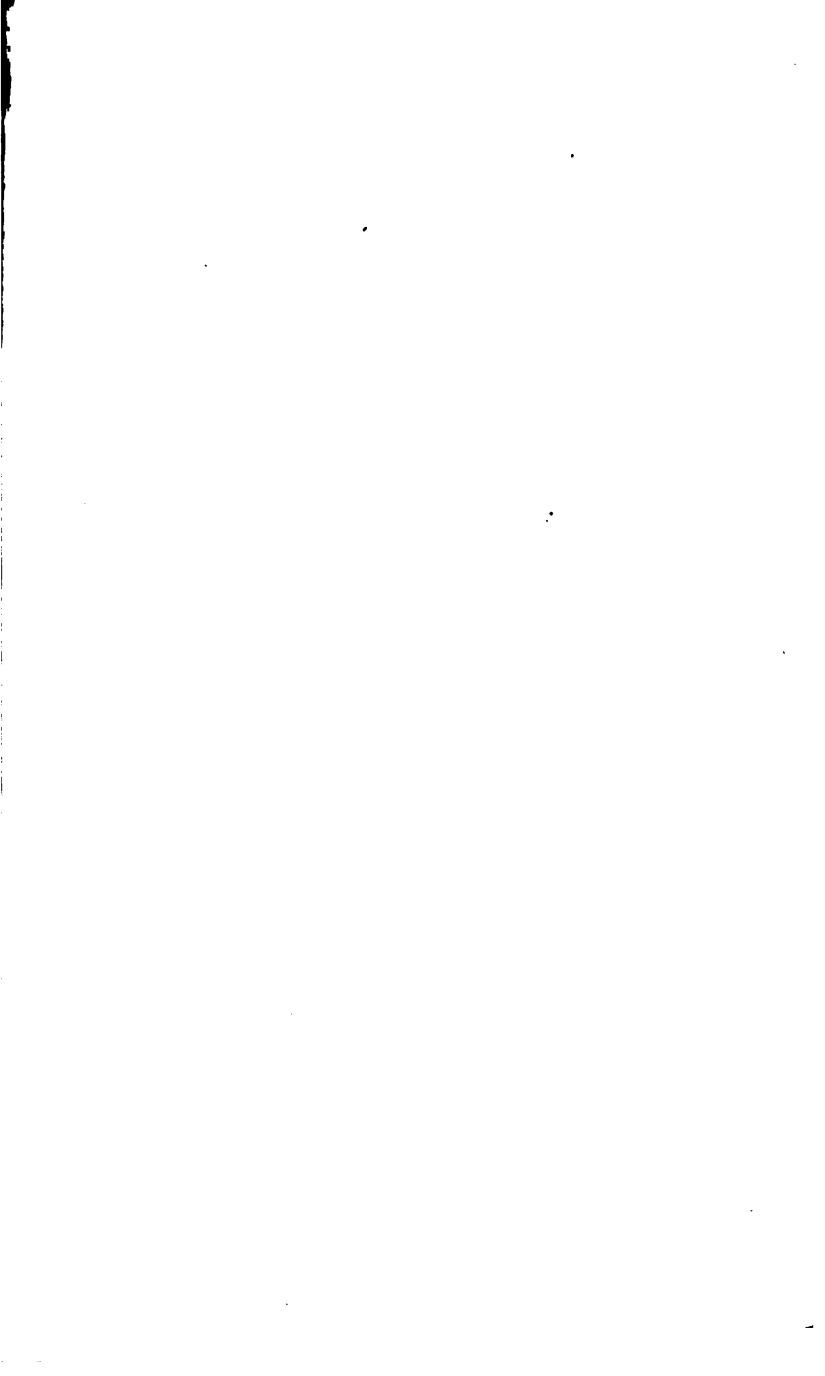
Notes.

(*x*) When your major moves on the white squares you should endeavour to keep your pioneers on black, because the major can then guard them from the attacks of your adversary's governor, or colonel; in like manner, when your major moves on black, the pioneers should be kept on white. Few players have made this remark, though a very useful one.

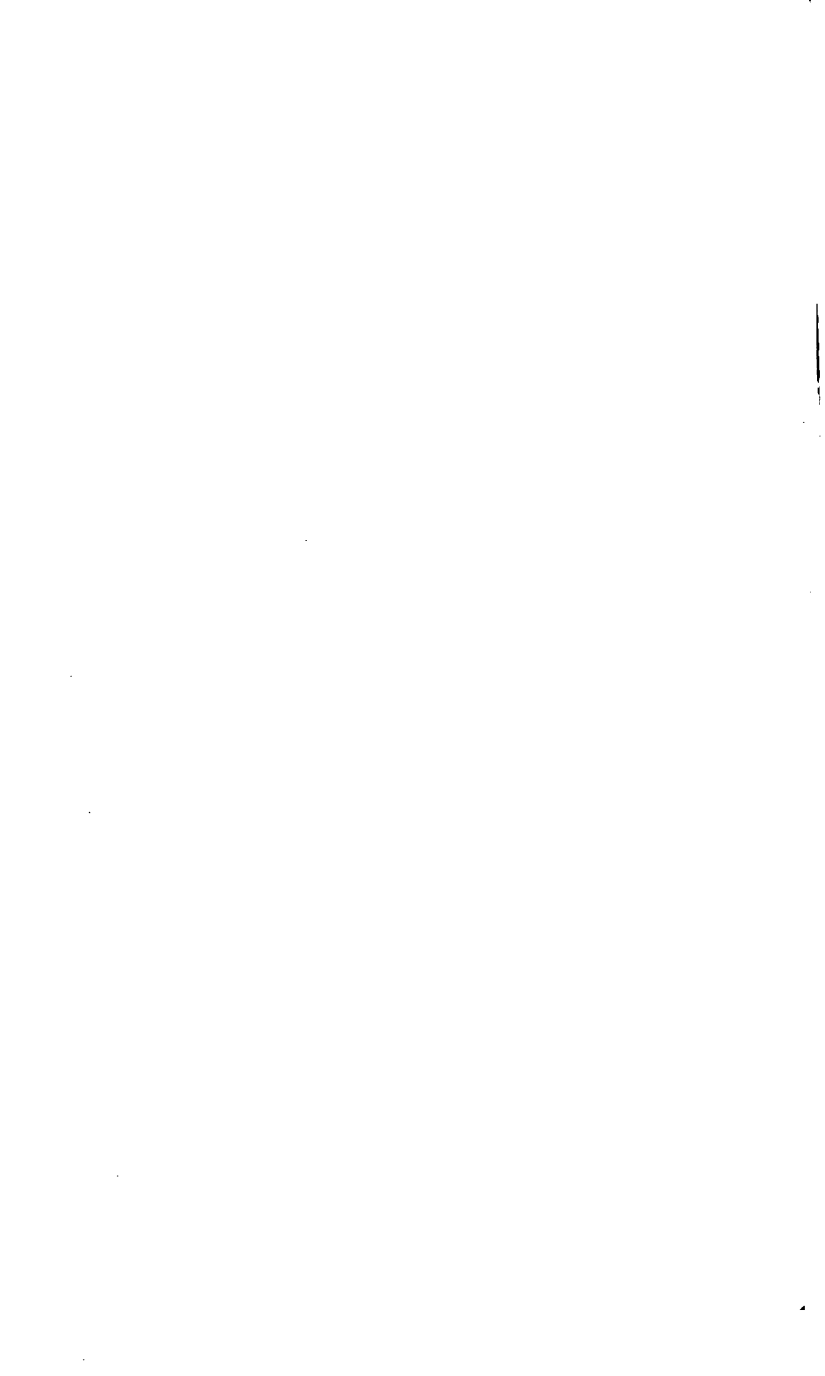
(*y*) As the governor might retire to the 48th square, the second back game will shew what is to be done in that case.

 END.

 65
 55
 5th







DEC 8 1965

